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102.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[errorgorn's solution](#)

103.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,722 global accepts · Rating: 800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[errorgorn's solution](#)

104.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[errorgorn's solution](#)

105.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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106.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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107.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[errorgorn's solution](#)

108.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[errorgorn's solution](#)

109.

1579A

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

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[errorgorn's solution](#)

110.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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111.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

112.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[errorgorn's solution](#)

113.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[errorgorn's solution](#)

114.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[errorgorn's solution](#)

115.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[errorgorn's solution](#)

116.

1552A

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

Quality: 25,339 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[errorgorn's solution](#)

117.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

118.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

119.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

120.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

121.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[errorgorn's solution](#)

122.

1539B

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Quality: 26,747 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[errorgorn's solution](#)

123.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

124.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[errorgorn's solution](#)

125.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

126.

1523A

[Game of Life](#) · [Tutorial](#)

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[errorgorn's solution](#)

127.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[errorgorn's solution](#)

128.

1519A

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Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[errorgorn's solution](#)

129.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[errorgorn's solution](#)

130.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[errorgorn's solution](#)

131.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

132.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-15 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[errorgorn's solution](#)

133.

1498A

[GCD Sum](#) · [Tutorial](#)

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[errorgorn's solution](#)

134.

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[errorgorn's solution](#)

135.

1487A

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Quality: 27,528 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[errorgorn's solution](#)

136.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[errorgorn's solution](#)

137.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

138.

1474A

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[errorgorn's solution](#)

139.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · last AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[errorgorn's solution](#)

140.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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141.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[errorgorn's solution](#)

142.

1461A

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Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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143.

1411A

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Quality: 21,749 global accepts · Rating: 800 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[errorgorn's solution](#)

144.

1450A

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Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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145.

1455A

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146.

1415A

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Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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147.

1440A

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Quality: 20,376 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[errorgorn's solution](#)

148.

1445A

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Quality: 20,358 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[errorgorn's solution](#)

149.

1436A

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Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[errorgorn's solution](#)

150.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

151.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[errorgorn's solution](#)

152.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[errorgorn's solution](#)

153.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

154.

1409A

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

Quality: 80,411 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

155.

1405A

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Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

156.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[errorgorn's solution](#)

157.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[errorgorn's solution](#)

158.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

159.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[errorgorn's solution](#)

160.

1372A

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

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[errorgorn's solution](#)

161.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,678 global accepts · Rating: 800 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[errorgorn's solution](#)

162.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

163.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,255 global accepts · Rating: 800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

164.

1374A

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

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

165.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[errorgorn's solution](#)

166.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,450 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[errorgorn's solution](#)

167.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[errorgorn's solution](#)

168.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

169.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,702 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[errorgorn's solution](#)

170.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,125 global accepts · Rating: 800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[errorgorn's solution](#)

171.

1358A

[Park Lighting](#) · [Tutorial](#)

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[errorgorn's solution](#)

172.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

173.

1360B

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Quality: 53,715 global accepts · Rating: 800 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[errorgorn's solution](#)

174.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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175.

1353A

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[errorgorn's solution](#)

176.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[errorgorn's solution](#)

177.

1352A

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

Quality: 104,088 global accepts · Rating: 800 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[errorgorn's solution](#)

178.

1348A

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

Quality: 42,845 global accepts · Rating: 800 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

179.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[errorgorn's solution](#)

180.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[errorgorn's solution](#)

181.

1337A

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

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[errorgorn's solution](#)

182.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[errorgorn's solution](#)

183.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[errorgorn's solution](#)

184.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[errorgorn's solution](#)

185.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[errorgorn's solution](#)

186.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[errorgorn's solution](#)

187.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[errorgorn's solution](#)

188.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[errorgorn's solution](#)

189.

1212A

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

Rating: 800 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[errorgorn's solution](#)

190.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,809 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[errorgorn's solution](#)

191.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[errorgorn's solution](#)

192.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[errorgorn's solution](#)

193.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[errorgorn's solution](#)

194.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[errorgorn's solution](#)

195.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[errorgorn's solution](#)

196.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games
[errorgorn's solution](#)

197.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,306 global accepts · Rating: 900 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[errorgorn's solution](#)

198.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

199.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[errorgorn's solution](#)

200.

1771A

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Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[errorgorn's solution](#)

201.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[errorgorn's solution](#)

202.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[errorgorn's solution](#)

203.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[errorgorn's solution](#)

204.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,526 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

205.

1699B

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Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[errorgorn's solution](#)

206.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

207.

6A

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208.

1668B

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209.

1666D

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Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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210.

1665B

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211.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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212.

1609A

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213.

1610A

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214.

1584C

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215.

1606A

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216.

1559B

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217.

1559A

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218.

1537B

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219.

1480B

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220.

1467A

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221.

1468N

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222.

1440B

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223.

1445B

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224.

1430A

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225.

1427A

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226.

1406A

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227.

1380A

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228.

1374B

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229.

1373B

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230.

1343A

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231.

1341A

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232.

1354A

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233.

1350A

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234.

1351B

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235.

1337B

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236.

1339A

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237.

1326B

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[errorgorn's solution](#)

238.

1282A

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Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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239.

1267B

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240.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
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241.

1163A

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242.

1175A

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243.

1169A

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244.

2147B

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245.

131A

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Quality: 100,966 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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246.

2034B

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247.

1859B

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[errorgorn's solution](#)

248.

1825B

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[errorgorn's solution](#)

249.

1782B

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[errorgorn's solution](#)

250.

1247B1

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Rating: 1000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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251.

1761B

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252.

1765E

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253.

1765M

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254.

1725B

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255.

1704B

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256.

1695B

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257.

1691B

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258.

1676D

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259.

1674C

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260.

1671B

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261.

1566C

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[errorgorn's solution](#)

262.

1266A

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263.

1634C

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264.

1632B

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265.

1620B

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266.

1515B

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[errorgorn's solution](#)

267.

1584B

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268.

1598B

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269.

1579E1

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270.

1569B

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271.

1562B

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272.

1567B

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273.

1550B

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274.

1539A

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275.

1521A

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276.

1153A

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277.

1485A

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278.

1474B

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279.

1469B

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[errorgorn's solution](#)

280.

1469A

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281.

1411B

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282.

1450B

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Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
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283.

1430C

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284.

1418A

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Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math
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285.

400A

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286.

1405B

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287.

143A

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288.

1374C

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289.

1373A

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290.

1117B

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291.

1312B

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Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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292.

1362A

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Quality: 34,070 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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293.

1A

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294.

1359B

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295.

1359A

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Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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296.

1358B

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297.

1353C

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298.

265B

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Quality: 17,924 global accepts · Rating: 1000 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[errorgorn's solution](#)

299.

1342A

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Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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300.

1326A

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Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number

theory

[errorgorn's solution](#)

301.

1278A

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Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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302.

1260A

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Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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303.

1253A

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

[errorgorn's solution](#)

304.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[errorgorn's solution](#)

305.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

306.

1251A

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Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[errorgorn's solution](#)

307.

1237A

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

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308.

1244B

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Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[errorgorn's solution](#)

309.

1215A

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Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[errorgorn's solution](#)

310.

1174A

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1182A

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1177A

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3A

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1708B

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1676E

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334.

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1609B

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1478B

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1345B

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1799B

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1747C

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384.

1704C

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1530C

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1694B

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1669E

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1656C

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1637C

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394.

1641A

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395.

1546B

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1608B

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398.

1527B1

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1594C

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1592B

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403.

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404.

1559C

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405.

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1537C

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1514B

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1517B

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1504B

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1510K

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412.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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413.

1495A

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Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

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414.

1487B

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415.

1485B

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416.

1455B

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417.

1428B

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418.

1406B

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Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[errorgorn's solution](#)

419.

1392C

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Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[errorgorn's solution](#)

420.

1375B

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Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

421.

1371B

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Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math

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422.

1369B

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Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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423.

1343C

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[errorgorn's solution](#)

424.

1364A

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425.

1362B

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426.

1363A

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427.

489B

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[errorgorn's solution](#)

428.

1270B

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Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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429.

1355B

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[errorgorn's solution](#)

430.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[errorgorn's solution](#)

431.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
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432.

1352C

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

Quality: 69,757 global accepts · Rating: 1200 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[errorgorn's solution](#)

433.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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434.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[errorgorn's solution](#)

435.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[errorgorn's solution](#)

436.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[errorgorn's solution](#)

437.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, sortings
[errorgorn's solution](#)

438.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[errorgorn's solution](#)

439.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[errorgorn's solution](#)

440.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[errorgorn's solution](#)

441.

1174B

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Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[errorgorn's solution](#)

442.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[errorgorn's solution](#)

443.

1931D

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Quality: 30,620 global accepts · Rating: 1300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[errorgorn's solution](#)

444.

1815A

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Quality: 15,973 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

445.

1902C

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Quality: 16,973 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[errorgorn's solution](#)

446.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[errorgorn's solution](#)

447.

1247B2

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

Rating: 1300 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[errorgorn's solution](#)

448.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[errorgorn's solution](#)

449.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

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450.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

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451.

1736C1

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452.

1733C

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Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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453.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

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454.

1711B

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455.

1676F

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Quality: 20,186 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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456.

1676G

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[errorgorn's solution](#)

457.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[errorgorn's solution](#)

458.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,103 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[errorgorn's solution](#)

459.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[errorgorn's solution](#)

460.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[errorgorn's solution](#)

461.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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462.

1603A

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Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[errorgorn's solution](#)

463.

1601A

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Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
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464.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[errorgorn's solution](#)

465.

1558A

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Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[errorgorn's solution](#)

466.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[errorgorn's solution](#)

467.

1534C

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Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[errorgorn's solution](#)

468.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[errorgorn's solution](#)

469.

1521B

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Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[errorgorn's solution](#)

470.

1498B

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Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

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471.

932B

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Quality: 9,260 global accepts · Rating: 1300 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar

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472.

1466C

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Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

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473.

1446A

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Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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474.

1433E

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475.

1178C

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476.

1418B

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Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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477.

1407B

[Big Vova](#) · [Tutorial](#)

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478.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

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479.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[errorgorn's solution](#)

480.

1371C

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Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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481.

1373C

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Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math
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482.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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483.

1364B

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Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[errorgorn's solution](#)

484.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
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485.

1365B

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486.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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487.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,992 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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488.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
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489.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[errorgorn's solution](#)

490.

1326C

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Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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491.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[errorgorn's solution](#)

492.

1260B

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Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[errorgorn's solution](#)

493.

1237B

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Quality: 22,771 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[errorgorn's solution](#)

494.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[errorgorn's solution](#)

495.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[errorgorn's solution](#)

496.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[errorgorn's solution](#)

497.

1182B

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

Quality: 12,001 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[errorgorn's solution](#)

498.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[errorgorn's solution](#)

499.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings

[errorgorn's solution](#)

500.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[errorgorn's solution](#)

501.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[errorgorn's solution](#)

502.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[errorgorn's solution](#)

503.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[errorgorn's solution](#)

504.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[errorgorn's solution](#)

505.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

506.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[errorgorn's solution](#)

507.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[errorgorn's solution](#)

508.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[errorgorn's solution](#)

509.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[errorgorn's solution](#)

510.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[errorgorn's solution](#)

511.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[errorgorn's solution](#)

512.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[errorgorn's solution](#)

513.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation
[errorgorn's solution](#)

514.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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515.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
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516.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force
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517.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[errorgorn's solution](#)

518.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
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519.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
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520.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
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521.

1046C

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Quality: 3,356 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[errorgorn's solution](#)

522.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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523.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[errorgorn's solution](#)

524.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[errorgorn's solution](#)

525.

1609C

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Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[errorgorn's solution](#)

526.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

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527.

1600J

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Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[errorgorn's solution](#)

528.

1579D

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Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[errorgorn's solution](#)

529.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[errorgorn's solution](#)

530.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[errorgorn's solution](#)

531.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: dp, math, number theory

[errorgorn's solution](#)

532.

1517C

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Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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533.

1468C

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Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[errorgorn's solution](#)

534.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[errorgorn's solution](#)

535.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[errorgorn's solution](#)

536.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[errorgorn's solution](#)

537.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)

538.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[errorgorn's solution](#)

539.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[errorgorn's solution](#)

540.

1380B

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Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[errorgorn's solution](#)

541.

1375C

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Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[errorgorn's solution](#)

542.

1374D

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Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[errorgorn's solution](#)

543.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[errorgorn's solution](#)

544.

1370C

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Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[errorgorn's solution](#)

545.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 25,999 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[errorgorn's solution](#)

546.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[errorgorn's solution](#)

547.

1365C

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Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[errorgorn's solution](#)

548.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,701 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[errorgorn's solution](#)

549.

1363B

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Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[errorgorn's solution](#)

550.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[errorgorn's solution](#)

551.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[errorgorn's solution](#)

552.

1354C1

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Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[errorgorn's solution](#)

553.

1350B

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Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[errorgorn's solution](#)

554.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[errorgorn's solution](#)

555.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[errorgorn's solution](#)

556.

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[errorgorn's solution](#)

557.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[errorgorn's solution](#)

558.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[errorgorn's solution](#)

559.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[errorgorn's solution](#)

560.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[errorgorn's solution](#)

561.

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[errorgorn's solution](#)

562.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[errorgorn's solution](#)

563.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[errorgorn's solution](#)

564.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[errorgorn's solution](#)

565.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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566.

1215B

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

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[errorgorn's solution](#)

567.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[errorgorn's solution](#)

568.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

569.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[errorgorn's solution](#)

570.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[errorgorn's solution](#)

571.

2147C

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Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[errorgorn's solution](#)

572.

1817A

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Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-05-10 · last AC: 2025-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

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573.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

574.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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575.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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576.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)

577.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

578.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[errorgorn's solution](#)

579.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[errorgorn's solution](#)

580.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[errorgorn's solution](#)

581.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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582.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[errorgorn's solution](#)

583.

1676H2

[Maximum Crossings \(Hard Version\) · Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

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584.

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

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585.

1646C

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Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[errorgorn's solution](#)

586.

1546C

[AquaMoon and Strange Sort · Tutorial](#)

Rating: 1500 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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587.

1630A

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Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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588.

1616C

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Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[errorgorn's solution](#)

589.

1391C

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Quality: 16,026 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[errorgorn's solution](#)

590.

1515D

[Phoenix and Socks · Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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591.

1299A

[Anu Has a Function · Tutorial](#)

Quality: 12,550 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[errorgorn's solution](#)

592.

1579C

[Ticks · Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[errorgorn's solution](#)

593.

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[errorgorn's solution](#)

594.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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595.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[errorgorn's solution](#)

596.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[errorgorn's solution](#)

597.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[errorgorn's solution](#)

598.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[errorgorn's solution](#)

599.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy
[errorgorn's solution](#)

600.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[errorgorn's solution](#)

601.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[errorgorn's solution](#)

602.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[errorgorn's solution](#)

603.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[errorgorn's solution](#)

604.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1500 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[errorgorn's solution](#)

605.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[errorgorn's solution](#)

606.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[errorgorn's solution](#)

607.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[errorgorn's solution](#)

608.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[errorgorn's solution](#)

609.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[errorgorn's solution](#)

610.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[errorgorn's solution](#)

611.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings

[errorgorn's solution](#)

612.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[errorgorn's solution](#)

613.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

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614.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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615.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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616.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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617.

1368B

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Quality: 21,418 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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618.

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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619.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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620.

1352F

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Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
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621.

1352E

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Quality: 24,013 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
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622.

1338A

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Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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623.

1332C

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Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
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624.

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

[errorgorn's solution](#)

625.

288B

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Quality: 3,211 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

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626.

1278B

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Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[errorgorn's solution](#)

627.

1264A

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Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[errorgorn's solution](#)

628.

1207C

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Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[errorgorn's solution](#)

629.

1253C

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Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[errorgorn's solution](#)

630.

1242A

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Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[errorgorn's solution](#)

631.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[errorgorn's solution](#)

632.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[errorgorn's solution](#)

633.

1250L

[Divide The Students · Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

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634.

1250H

[Happy Birthday · Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: math

[errorgorn's solution](#)

635.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[errorgorn's solution](#)

636.

1209C

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Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[errorgorn's solution](#)

637.

1158A

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Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[errorgorn's solution](#)

638.

1163B1

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Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[errorgorn's solution](#)

639.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[errorgorn's solution](#)

640.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

641.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[errorgorn's solution](#)

642.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[errorgorn's solution](#)

643.

2061C

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Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[errorgorn's solution](#)

644.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[errorgorn's solution](#)

645.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[errorgorn's solution](#)

646.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2024-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[errorgorn's solution](#)

647.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[errorgorn's solution](#)

648.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[errorgorn's solution](#)

649.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[errorgorn's solution](#)

650.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[errorgorn's solution](#)

651.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[errorgorn's solution](#)

652.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[errorgorn's solution](#)

653.

1782C

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

Rating: 1600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[errorgorn's solution](#)

654.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math
[errorgorn's solution](#)

655.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[errorgorn's solution](#)

656.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

657.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[errorgorn's solution](#)

658.

1748C

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

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[errorgorn's solution](#)

659.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[errorgorn's solution](#)

660.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[errorgorn's solution](#)

661.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[errorgorn's solution](#)

662.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[errorgorn's solution](#)

663.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[errorgorn's solution](#)

664.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[errorgorn's solution](#)

665.

1481C

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Quality: 12,400 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[errorgorn's solution](#)

666.

1677A

[Tokitsukaze and Strange Inequality](#) · Tutorial

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[errorgorn's solution](#)

667.

1671D

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Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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668.

1566D2

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Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[errorgorn's solution](#)

669.

1665C

[Tree Infection](#) · Tutorial

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670.

1188A1

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Quality: 8,934 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: trees
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671.

1658D1

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

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[errorgorn's solution](#)

672.

1632C

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Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

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673.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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674.

1610C

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675.

1603B

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number theory

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676.

1513C

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677.

1567C

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[errorgorn's solution](#)

678.

1542C

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Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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679.

1539D

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Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

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680.

1537E1

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681.

1514C

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Quality: 18,284 global accepts · Rating: 1600 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: greedy, number theory

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682.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[errorgorn's solution](#)

683.

1526C2

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Quality: 29,723 global accepts · Rating: 1600 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

684.

1503A

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Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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685.

1498C

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Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[errorgorn's solution](#)

686.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[errorgorn's solution](#)

687.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[errorgorn's solution](#)

688.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · last AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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689.

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[errorgorn's solution](#)

690.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,291 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

691.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory
[errorgorn's solution](#)

692.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[errorgorn's solution](#)

693.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[errorgorn's solution](#)

694.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[errorgorn's solution](#)

695.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[errorgorn's solution](#)

696.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

697.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[errorgorn's solution](#)

698.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[errorgorn's solution](#)

699.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[errorgorn's solution](#)

700.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[errorgorn's solution](#)

701.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[errorgorn's solution](#)

702.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: games, trees
[errorgorn's solution](#)

703.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[errorgorn's solution](#)

704.

1353D

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Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[errorgorn's solution](#)

705.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[errorgorn's solution](#)

706.

1352G

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

Quality: 24,798 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[errorgorn's solution](#)

707.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,632 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[errorgorn's solution](#)

708.

1348C

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

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[errorgorn's solution](#)

709.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings
[errorgorn's solution](#)

710.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[errorgorn's solution](#)

711.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

712.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[errorgorn's solution](#)

713.

730G

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1381A2

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810.

1253D

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811.

1254A

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812.

1256C

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813.

798C

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814.

140A

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815.

1009D

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816.

339C

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817.

1237C1

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818.

1215D

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819.

1209D

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820.

1217C

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821.

1182C

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822.

1176E

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823.

1131F

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Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

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824.

1148C

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825.

1168A

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826.

671A

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[errorgorn's solution](#)

827.

2141D

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Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy, math

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828.

2141C

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Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, brute force

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829.

2117F

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830.

743D

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831.

1720D1

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832.

1910D

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Quality: 407 global accepts · Rating: 1800 · first AC: 2023-12-11 · last AC: 2024-12-10 · Kotlin 1.9 (first AC) · Tags: *special, greedy

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833.

1949I

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834.

1870D

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835.

1859D

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[errorgorn's solution](#)

836.

1852B

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837.

1852A

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Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

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838.

1824B1

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trees

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839.

1782D

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841.

1151C

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842.

1290B

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1725M

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844.

1725H

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845.

1575D

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1691D

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847.

1678B2

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848.

1556D

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1556C

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1674F

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851.

1666L

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1666C

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853.

1637D

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854.

1648B

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855.

1630B

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1620C

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1508B

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858.

1299B

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862.

1554D

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865.

1552D

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1552C

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867.

1534D

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1517D

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1500A

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872.

1468J

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1450D

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877.

1334D

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878.

1396B

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879.

1402A

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880.

161D

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881.

1388C

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882.

1381B

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883.

1136D

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884.

1367D

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885.

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886.

1227D2

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887.

1355C

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888.

471D

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889.

863D

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890.

1338B

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891.

1329A

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892.

1326D2

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893.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
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894.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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895.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
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896.

1249D1

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Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[errorgorn's solution](#)

897.

1249D2

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Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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898.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings
[errorgorn's solution](#)

899.

1281D

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Rating: 1800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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900.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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901.

1267L

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Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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902.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
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903.

1254B1

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Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
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904.

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
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905.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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906.

1250J

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[errorgorn's solution](#)

907.

1250B

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908.

1244D

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909.

1176D

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910.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

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911.

1148D

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912.

1177B

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913.

2117G

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Quality: 5,146 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

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914.

2068F

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915.

1717D

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916.

1922D

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917.

1898D

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918.

1957D

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919.

1970B1

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920.

1228D

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921.

1958E

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Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

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922.

1949C

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923.

20C

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924.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

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925.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

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926.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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927.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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928.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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929.

1799D1

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Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[errorgorn's solution](#)

930.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[errorgorn's solution](#)

931.

1774E

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[errorgorn's solution](#)

932.

1747D

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Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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933.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[errorgorn's solution](#)

934.

16D

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Quality: 1,866 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[errorgorn's solution](#)

935.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)

936.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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937.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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938.

1689D

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Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

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939.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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940.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[errorgorn's solution](#)

941.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[errorgorn's solution](#)

942.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[errorgorn's solution](#)

943.

1624G

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Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[errorgorn's solution](#)

944.

1620E

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[errorgorn's solution](#)

945.

1591D

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Rating: 1900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[errorgorn's solution](#)

946.

1527B2

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947.

1508A

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948.

1601B

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Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
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949.

1600E

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950.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[errorgorn's solution](#)

951.

1558B

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952.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[errorgorn's solution](#)

953.

195D

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[errorgorn's solution](#)

954.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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955.

1153D

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956.

1495B

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Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

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957.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

958.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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959.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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960.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[errorgorn's solution](#)

961.

568B

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Quality: 2,384 global accepts · Rating: 1900 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[errorgorn's solution](#)

962.

61E

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Quality: 15,173 global accepts · Rating: 1900 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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963.

1444B

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964.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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965.

1430E

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966.

1404B

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967.

448C

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968.

149D

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Quality: 4,610 global accepts · Rating: 1900 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

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969.

1371E1

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Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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970.

1375D

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971.

1117C

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972.

226B

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Quality: 1,709 global accepts · Rating: 1900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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973.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

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974.

1155D

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Quality: 7,718 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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975.

1367E

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Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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976.

1365E

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977.

1361B

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978.

1358D

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979.

1360G

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980.

1353E

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981.

1270D

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982.

1354D

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983.

1348D

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984.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
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985.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
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986.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[errorgorn's solution](#)

987.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[errorgorn's solution](#)

988.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[errorgorn's solution](#)

989.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
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990.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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991.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[errorgorn's solution](#)

992.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[errorgorn's solution](#)

993.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[errorgorn's solution](#)

994.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[errorgorn's solution](#)

995.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[errorgorn's solution](#)

996.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[errorgorn's solution](#)

997.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[errorgorn's solution](#)

998.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[errorgorn's solution](#)

999.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[errorgorn's solution](#)

1000.

1163C2

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

Quality: 3,954 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[errorgorn's solution](#)

1001.

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[errorgorn's solution](#)

1002.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[errorgorn's solution](#)

1003.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: combinatorics, greedy

[errorgorn's solution](#)

1004.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[errorgorn's solution](#)

1005.

2061E

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

[errorgorn's solution](#)

1006.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

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1007.

1657D

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1008.

1958F

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Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

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1009.

1910F

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Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

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1010.

1571F

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Quality: 225 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, dp

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1011.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
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1012.

1696E

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1013.

1161C

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Rating: 2000 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: games
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1014.

1731E

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1015.

1638D

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1016.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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1017.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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1018.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
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1019.

1718B

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Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
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1020.

1481D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
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1021.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[errorgorn's solution](#)**1022.**

1674E

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Quality: 7,303 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[errorgorn's solution](#)**1023.**

1674G

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Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[errorgorn's solution](#)**1024.**

1566E

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Quality: 4,446 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[errorgorn's solution](#)**1025.**

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[errorgorn's solution](#)**1026.**

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[errorgorn's solution](#)**1027.**

1646D

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Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[errorgorn's solution](#)**1028.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[errorgorn's solution](#)**1029.**

1641B

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[errorgorn's solution](#)**1030.**

1634D

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Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[errorgorn's solution](#)

1031.

1632D

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Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[errorgorn's solution](#)

1032.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[errorgorn's solution](#)

1033.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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1034.

1391D

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Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[errorgorn's solution](#)

1035.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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1036.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

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1037.

1584D

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[errorgorn's solution](#)

1038.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

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1039.

1558C

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1040.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[errorgorn's solution](#)

1041.

1514D

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Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[errorgorn's solution](#)

1042.

1521C

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Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

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1043.

1487E

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Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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1044.

449B

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Quality: 10,592 global accepts · Rating: 2000 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

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1045.

119C

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Quality: 1,045 global accepts · Rating: 2000 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1046.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

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1047.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[errorgorn's solution](#)

1048.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[errorgorn's solution](#)

1049.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: math

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1050.

1408D

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Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[errorgorn's solution](#)

1051.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[errorgorn's solution](#)

1052.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1053.

1416C

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Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[errorgorn's solution](#)

1054.

1416B

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Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)

1055.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

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1056.

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[errorgorn's solution](#)

1057.

461B

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

Quality: 7,019 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[errorgorn's solution](#)

1058.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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1059.

578C

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Quality: 5,180 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: ternary search

[errorgorn's solution](#)

1060.

1370D

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Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[errorgorn's solution](#)

1061.

1366D

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Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[errorgorn's solution](#)**1062.**

359D

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[errorgorn's solution](#)**1063.**

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[errorgorn's solution](#)**1064.**

1359D

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[errorgorn's solution](#)**1065.**

1359E

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

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1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[errorgorn's solution](#)**1067.**

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[errorgorn's solution](#)**1068.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)**1069.**

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[errorgorn's solution](#)**1070.**

383C

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Quality: 7,522 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[errorgorn's solution](#)

1071.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 2000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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1072.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,423 global accepts · Rating: 2000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[errorgorn's solution](#)

1073.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees
[errorgorn's solution](#)

1074.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures
[errorgorn's solution](#)

1075.

666B

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Quality: 2,391 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
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1076.

1250N

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Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[errorgorn's solution](#)

1077.

1237D

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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
[errorgorn's solution](#)

1078.

1244C

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Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1079.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
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1080.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[errorgorn's solution](#)

1081.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[errorgorn's solution](#)**1082.**

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[errorgorn's solution](#)**1083.**

1200E

[Compress Words · Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[errorgorn's solution](#)**1084.**

842D

[Vitya and Strange Lesson · Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[errorgorn's solution](#)**1085.**

1131D

[Gourmet choice · Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[errorgorn's solution](#)**1086.**

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[errorgorn's solution](#)**1087.**

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[errorgorn's solution](#)**1088.**

2141E

[Perfect Cut · Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, dp, greedy

[errorgorn's solution](#)**1089.**

301B

[Yaroslav and Time · Tutorial](#)

Quality: 2,795 global accepts · Rating: 2100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[errorgorn's solution](#)**1090.**

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, two pointers

[errorgorn's solution](#)

1091.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[errorgorn's solution](#)

1092.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2025-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
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1093.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
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1094.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp
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1095.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
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1096.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[errorgorn's solution](#)

1097.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
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1098.

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
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1099.

862E

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

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[errorgorn's solution](#)

1100.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[errorgorn's solution](#)

1101.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[errorgorn's solution](#)**1102.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[errorgorn's solution](#)**1103.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[errorgorn's solution](#)**1104.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[errorgorn's solution](#)**1105.**

1575L

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Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[errorgorn's solution](#)**1106.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[errorgorn's solution](#)**1107.**

1684E

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Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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1671E

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Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[errorgorn's solution](#)**1109.**

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[errorgorn's solution](#)**1110.**

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[errorgorn's solution](#)

1111.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[errorgorn's solution](#)

1112.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[errorgorn's solution](#)

1113.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[errorgorn's solution](#)

1114.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[errorgorn's solution](#)

1115.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[errorgorn's solution](#)

1116.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[errorgorn's solution](#)

1117.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[errorgorn's solution](#)

1118.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[errorgorn's solution](#)

1119.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[errorgorn's solution](#)

1120.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[errorgorn's solution](#)

1121.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[errorgorn's solution](#)**1122.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[errorgorn's solution](#)**1123.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[errorgorn's solution](#)**1124.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[errorgorn's solution](#)**1125.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[errorgorn's solution](#)**1126.**

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

[errorgorn's solution](#)**1127.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[errorgorn's solution](#)**1128.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[errorgorn's solution](#)**1129.**

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[errorgorn's solution](#)**1130.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[errorgorn's solution](#)

1131.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths
[errorgorn's solution](#)

1132.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[errorgorn's solution](#)

1133.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
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1134.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[errorgorn's solution](#)

1135.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[errorgorn's solution](#)

1136.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[errorgorn's solution](#)

1137.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
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1138.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[errorgorn's solution](#)

1139.

1343E

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Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[errorgorn's solution](#)

1140.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[errorgorn's solution](#)

1141.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[errorgorn's solution](#)

1142.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[errorgorn's solution](#)

1143.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[errorgorn's solution](#)

1144.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[errorgorn's solution](#)

1145.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[errorgorn's solution](#)

1146.

703D

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

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[errorgorn's solution](#)

1147.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[errorgorn's solution](#)

1148.

1363D

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

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[errorgorn's solution](#)

1149.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[errorgorn's solution](#)

1150.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[errorgorn's solution](#)

1151.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[errorgorn's solution](#)

1152.

1333D

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

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
[errorgorn's solution](#)

1153.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[errorgorn's solution](#)

1154.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[errorgorn's solution](#)

1155.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[errorgorn's solution](#)

1156.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[errorgorn's solution](#)

1157.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
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1158.

1265E

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1159.

1263E

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Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[errorgorn's solution](#)

1160.

1267K

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Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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1161.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[errorgorn's solution](#)

1162.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[errorgorn's solution](#)

1163.

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[errorgorn's solution](#)

1164.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[errorgorn's solution](#)

1165.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

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1166.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

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1167.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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1168.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[errorgorn's solution](#)

1169.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[errorgorn's solution](#)

1170.

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

[errorgorn's solution](#)

1171.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[errorgorn's solution](#)

1172.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[errorgorn's solution](#)

1173.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[errorgorn's solution](#)

1174.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities
[errorgorn's solution](#)

1175.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation
[errorgorn's solution](#)

1176.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[errorgorn's solution](#)

1177.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[errorgorn's solution](#)

1178.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[errorgorn's solution](#)

1179.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[errorgorn's solution](#)

1180.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[errorgorn's solution](#)

1181.

1695D1

[Tree Queries \(Easy Version\) · Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[errorgorn's solution](#)

1182.

1556E

[Equilibrium · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)

1183.

1670E

[Hemose on the Tree · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[errorgorn's solution](#)

1184.

1672E

[notepad.exe · Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[errorgorn's solution](#)

1185.

1666I

[Interactive Treasure Hunt · Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[errorgorn's solution](#)

1186.

1666F

[Fancy Stack · Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[errorgorn's solution](#)

1187.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[errorgorn's solution](#)

1188.

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[errorgorn's solution](#)

1189.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[errorgorn's solution](#)

1190.

1630C

[Paint the Middle · Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[errorgorn's solution](#)

1191.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[errorgorn's solution](#)

1192.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[errorgorn's solution](#)

1193.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[errorgorn's solution](#)

1194.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[errorgorn's solution](#)

1195.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[errorgorn's solution](#)

1196.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

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1197.

1272F

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1198.

850C

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1199.

1580C

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1200.

1579G

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1201.

1562D2

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1202.

1567E

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1203.

1559E

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1204.

1552F

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Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
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1205.

1542D

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1206.

1535E

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1207.

1537E2

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1208.

1537F

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1209.

1526D

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1210.

1503C

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1211.

1498E

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1212.

1498D

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[errorgorn's solution](#)

1213.

1153E

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1214.

1500B

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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

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1215.

1485D

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1216.

1477C

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1217.

932D

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Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees

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1218.

1474D

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[errorgorn's solution](#)

1219.

1467D

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[errorgorn's solution](#)

1220.

165E

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dp

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1468H

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1222.

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1223.

1461E

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1224.

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1225.

1428E

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Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
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1226.

1406D

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1407D

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1400E

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1229.

1389E

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1230.

954I

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1231.

1373E

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1117E

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[errorgorn's solution](#)**1233.**

196C

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847D

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[errorgorn's solution](#)**1236.**

833B

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Quality: 6,494 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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1353F

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[errorgorn's solution](#)**1238.**

1227E

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1227F1

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603C

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1241.

1336C

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1242.

762E

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1245.

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1246.

1278E

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1248.

1252E

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1249.

1215E

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1250.

1175E

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1251.

1169E

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1252.

2147E

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2068A

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1654E

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1967C

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1870E

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1258.

1824B2

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1782E

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1260.

1799E

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1805E

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1797E

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1263.

1748E

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1264.

1738E

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1265.

1575I

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1575B

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1267.

1706E

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1268.

1705E

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1269.

1699D

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1270.

1695D2

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1271.

1691E

[Number of Groups](#) · [Tutorial](#)

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1272.

1658D2

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1274.

76F

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1275.

1610E

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1276.

1584E

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1277.

1603C

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1601C

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1280.

1592D

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1281.

1548D1

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1552E

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1553F

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1534E

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1286.

1495C

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713C

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1288.

1468M

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1148E

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[errorgorn's solution](#)

1290.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy,

math

[errorgorn's solution](#)

1291.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[errorgorn's solution](#)

1292.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[errorgorn's solution](#)

1293.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[errorgorn's solution](#)

1294.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[errorgorn's solution](#)

1295.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[errorgorn's solution](#)

1296.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[errorgorn's solution](#)

1297.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[errorgorn's solution](#)

1298.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[errorgorn's solution](#)

1299.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[errorgorn's solution](#)

1300.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[errorgorn's solution](#)

1301.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[errorgorn's solution](#)

1302.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[errorgorn's solution](#)

1303.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy
[errorgorn's solution](#)

1304.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[errorgorn's solution](#)

1305.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[errorgorn's solution](#)

1306.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[errorgorn's solution](#)

1307.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[errorgorn's solution](#)

1308.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[errorgorn's solution](#)

1309.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[errorgorn's solution](#)

1310.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[errorgorn's solution](#)

1311.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[errorgorn's solution](#)**1312.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[errorgorn's solution](#)**1313.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[errorgorn's solution](#)**1314.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[errorgorn's solution](#)**1315.**

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[errorgorn's solution](#)**1316.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[errorgorn's solution](#)**1317.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)**1318.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[errorgorn's solution](#)**1319.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[errorgorn's solution](#)**1320.**

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

1321.

1958G

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

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1322.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[errorgorn's solution](#)

1323.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[errorgorn's solution](#)

1324.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[errorgorn's solution](#)

1325.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[errorgorn's solution](#)

1326.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[errorgorn's solution](#)

1327.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[errorgorn's solution](#)

1328.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[errorgorn's solution](#)

1329.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[errorgorn's solution](#)

1330.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[errorgorn's solution](#)

1331.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[errorgorn's solution](#)

1332.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[errorgorn's solution](#)

1333.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[errorgorn's solution](#)

1334.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[errorgorn's solution](#)

1335.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[errorgorn's solution](#)

1336.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[errorgorn's solution](#)

1337.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[errorgorn's solution](#)

1338.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[errorgorn's solution](#)

1339.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[errorgorn's solution](#)

1340.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[errorgorn's solution](#)

1341.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[errorgorn's solution](#)

1342.

1707C

[DFS Trees · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[errorgorn's solution](#)

1343.

1205C

[Palindromic Paths · Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive

[errorgorn's solution](#)

1344.

866D

[Buy Low Sell High · Tutorial](#)

Rating: 2400 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[errorgorn's solution](#)

1345.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[errorgorn's solution](#)

1346.

1673F

[Anti-Theft Road Planning · Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[errorgorn's solution](#)

1347.

1667C

[Half Queen Cover · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[errorgorn's solution](#)

1348.

1634E

[Fair Share · Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[errorgorn's solution](#)

1349.

786C

[Till I Collapse · Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[errorgorn's solution](#)

1350.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[errorgorn's solution](#)

1351.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[errorgorn's solution](#)

1352.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[errorgorn's solution](#)

1353.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-05-31 · last AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[errorgorn's solution](#)

1354.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[errorgorn's solution](#)

1355.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[errorgorn's solution](#)

1356.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[errorgorn's solution](#)

1357.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[errorgorn's solution](#)

1358.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[errorgorn's solution](#)

1359.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[errorgorn's solution](#)

1360.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[errorgorn's solution](#)

1361.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
[errorgorn's solution](#)

1362.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[errorgorn's solution](#)

1363.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[errorgorn's solution](#)

1364.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp
[errorgorn's solution](#)

1365.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math
[errorgorn's solution](#)

1366.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[errorgorn's solution](#)

1367.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[errorgorn's solution](#)

1368.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[errorgorn's solution](#)

1369.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[errorgorn's solution](#)

1370.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[errorgorn's solution](#)

1371.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string

suffix structures, strings, two pointers

[errorgorn's solution](#)

1372.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[errorgorn's solution](#)

1373.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[errorgorn's solution](#)

1374.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

1375.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[errorgorn's solution](#)

1376.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[errorgorn's solution](#)

1377.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[errorgorn's solution](#)

1378.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[errorgorn's solution](#)

1379.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[errorgorn's solution](#)

1380.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[errorgorn's solution](#)

1381.

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

[errorgorn's solution](#)

1382.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[errorgorn's solution](#)

1383.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[errorgorn's solution](#)

1384.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[errorgorn's solution](#)

1385.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[errorgorn's solution](#)

1386.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[errorgorn's solution](#)

1387.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[errorgorn's solution](#)

1388.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[errorgorn's solution](#)

1389.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[errorgorn's solution](#)

1390.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[errorgorn's solution](#)

1391.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices
[errorgorn's solution](#)

1392.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[errorgorn's solution](#)

1393.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[errorgorn's solution](#)

1394.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[errorgorn's solution](#)

1395.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[errorgorn's solution](#)

1396.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-05-23 · last AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[errorgorn's solution](#)

1397.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[errorgorn's solution](#)

1398.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[errorgorn's solution](#)

1399.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[errorgorn's solution](#)

1400.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[errorgorn's solution](#)

1401.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[errorgorn's solution](#)

1402.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)

1403.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · last AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[errorgorn's solution](#)

1404.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-12-06 · last AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[errorgorn's solution](#)

1405.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[errorgorn's solution](#)

1406.

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

1407.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[errorgorn's solution](#)

1408.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[errorgorn's solution](#)

1409.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[errorgorn's solution](#)

1410.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[errorgorn's solution](#)

1411.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[errorgorn's solution](#)

1412.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[errorgorn's solution](#)

1413.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[errorgorn's solution](#)

1414.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[errorgorn's solution](#)

1415.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[errorgorn's solution](#)

1416.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[errorgorn's solution](#)

1417.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[errorgorn's solution](#)

1418.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, data structures, dp

[errorgorn's solution](#)

1419.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[errorgorn's solution](#)

1420.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[errorgorn's solution](#)

1421.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[errorgorn's solution](#)

1422.

1246D

[Tree Factory](#) · [Tutorial](#)

Quality: 2500 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[errorgorn's solution](#)

1423.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[errorgorn's solution](#)

1424.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[errorgorn's solution](#)

1425.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[errorgorn's solution](#)

1426.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers
[errorgorn's solution](#)

1427.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[errorgorn's solution](#)

1428.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[errorgorn's solution](#)

1429.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[errorgorn's solution](#)

1430.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[errorgorn's solution](#)

1431.

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[errorgorn's solution](#)

1432.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[errorgorn's solution](#)

1433.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[errorgorn's solution](#)

1434.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[errorgorn's solution](#)

1435.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[errorgorn's solution](#)

1436.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)

1437.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[errorgorn's solution](#)

1438.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[errorgorn's solution](#)

1439.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[errorgorn's solution](#)

1440.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings

[errorgorn's solution](#)

1441.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[errorgorn's solution](#)

1442.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[errorgorn's solution](#)

1443.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[errorgorn's solution](#)

1444.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[errorgorn's solution](#)

1445.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[errorgorn's solution](#)

1446.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[errorgorn's solution](#)

1447.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[errorgorn's solution](#)

1448.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[errorgorn's solution](#)

1449.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[errorgorn's solution](#)

1450.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[errorgorn's solution](#)

1451.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[errorgorn's solution](#)

1452.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[errorgorn's solution](#)

1453.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[errorgorn's solution](#)

1454.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[errorgorn's solution](#)

1455.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[errorgorn's solution](#)

1456.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[errorgorn's solution](#)

1457.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[errorgorn's solution](#)

1458.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

1459.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[errorgorn's solution](#)

1460.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[errorgorn's solution](#)

1461.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[errorgorn's solution](#)

1462.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[errorgorn's solution](#)

1463.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[errorgorn's solution](#)

1464.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[errorgorn's solution](#)

1465.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

1466.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[errorgorn's solution](#)

1467.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[errorgorn's solution](#)

1468.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[errorgorn's solution](#)

1469.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[errorgorn's solution](#)

1470.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[errorgorn's solution](#)

1471.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[errorgorn's solution](#)

1472.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[errorgorn's solution](#)

1473.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[errorgorn's solution](#)

1474.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[errorgorn's solution](#)

1475.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[errorgorn's solution](#)

1476.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[errorgorn's solution](#)

1477.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[errorgorn's solution](#)

1478.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[errorgorn's solution](#)

1479.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[errorgorn's solution](#)

1480.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[errorgorn's solution](#)

1481.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[errorgorn's solution](#)

1482.

1117G

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Quality: 913 global accepts · Rating: 2500 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[errorgorn's solution](#)

1483.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[errorgorn's solution](#)

1484.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[errorgorn's solution](#)

1485.

444D

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Quality: 862 global accepts · Rating: 2500 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[errorgorn's solution](#)

1486.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[errorgorn's solution](#)

1487.

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[errorgorn's solution](#)

1488.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[errorgorn's solution](#)

1489.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[errorgorn's solution](#)

1490.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[errorgorn's solution](#)

1491.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[errorgorn's solution](#)

1492.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[errorgorn's solution](#)

1493.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[errorgorn's solution](#)

1494.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[errorgorn's solution](#)

1495.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[errorgorn's solution](#)

1496.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[errorgorn's solution](#)

1497.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[errorgorn's solution](#)

1498.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[errorgorn's solution](#)

1499.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[errorgorn's solution](#)

1500.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-01-08 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[errorgorn's solution](#)

1501.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[errorgorn's solution](#)

1502.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[errorgorn's solution](#)

1503.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[errorgorn's solution](#)

1504.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[errorgorn's solution](#)

1505.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

1506.

1949J

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

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[errorgorn's solution](#)

1507.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[errorgorn's solution](#)

1508.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[errorgorn's solution](#)

1509.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[errorgorn's solution](#)

1510.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[errorgorn's solution](#)

1511.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[errorgorn's solution](#)

1512.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[errorgorn's solution](#)

1513.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[errorgorn's solution](#)

1514.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[errorgorn's solution](#)

1515.

1765G

[Guess the String](#) · [Tutorial](#)

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[errorgorn's solution](#)

1516.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[errorgorn's solution](#)

1517.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[errorgorn's solution](#)

1518.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games
[errorgorn's solution](#)

1519.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[errorgorn's solution](#)

1520.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[errorgorn's solution](#)

1521.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[errorgorn's solution](#)

1522.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[errorgorn's solution](#)

1523.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[errorgorn's solution](#)

1524.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[errorgorn's solution](#)

1525.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[errorgorn's solution](#)

1526.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees
[errorgorn's solution](#)

1527.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-04-04 · last AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[errorgorn's solution](#)

1528.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[errorgorn's solution](#)

1529.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[errorgorn's solution](#)

1530.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[errorgorn's solution](#)

1531.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[errorgorn's solution](#)

1532.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[errorgorn's solution](#)

1533.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[errorgorn's solution](#)

1534.

1580B

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Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[errorgorn's solution](#)

1535.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[errorgorn's solution](#)

1536.

1569E

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Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

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1537.

1558D

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Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

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1538.

1554E

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Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[errorgorn's solution](#)

1539.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[errorgorn's solution](#)

1540.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[errorgorn's solution](#)

1541.

1503D

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Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[errorgorn's solution](#)

1542.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[errorgorn's solution](#)

1543.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[errorgorn's solution](#)

1544.

1495D

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Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[errorgorn's solution](#)

1545.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[errorgorn's solution](#)

1546.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[errorgorn's solution](#)

1547.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[errorgorn's solution](#)

1548.

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[errorgorn's solution](#)

1549.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[errorgorn's solution](#)

1550.

1439C

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Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[errorgorn's solution](#)

1551.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[errorgorn's solution](#)

1552.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[errorgorn's solution](#)

1553.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[errorgorn's solution](#)

1554.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[errorgorn's solution](#)

1555.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[errorgorn's solution](#)

1556.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[errorgorn's solution](#)

1557.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[errorgorn's solution](#)

1558.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[errorgorn's solution](#)

1559.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[errorgorn's solution](#)

1560.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[errorgorn's solution](#)

1561.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[errorgorn's solution](#)

1562.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[errorgorn's solution](#)

1563.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[errorgorn's solution](#)

1564.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy
[errorgorn's solution](#)

1565.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,945 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[errorgorn's solution](#)

1566.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math
[errorgorn's solution](#)

1567.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[errorgorn's solution](#)

1568.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp
[errorgorn's solution](#)

1569.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[errorgorn's solution](#)

1570.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[errorgorn's solution](#)

1571.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[errorgorn's solution](#)

1572.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[errorgorn's solution](#)

1573.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
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1574.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
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1575.

1348F

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Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
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1576.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
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1577.

1217F

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1578.

1140F

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Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[errorgorn's solution](#)

1579.

1267I

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1580.

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs
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1581.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
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1582.

2141H

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Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[errorgorn's solution](#)

1583.

2068H

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Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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1584.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[errorgorn's solution](#)

1585.

1910G

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Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[errorgorn's solution](#)

1586.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
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1587.

1799F

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Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
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1588.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
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1589.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths
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1590.

1774F2

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Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation
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1591.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
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1592.

1733E

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Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
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1593.

1205D

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Quality: 764 global accepts · Rating: 2700 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
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1594.

773D

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Quality: 801 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[errorgorn's solution](#)

1595.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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1596.

1671F

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Quality: 428 global accepts · Rating: 2700 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[errorgorn's solution](#)

1597.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
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1598.

1641D

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Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
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1599.

1634F

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1600.

1632E2

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Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
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1601.

407D

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1602.

1452G

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1601D

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[errorgorn's solution](#)**1604.**

1599F

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[errorgorn's solution](#)**1605.**

1578M

[The Mind](#) · [Tutorial](#)

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[errorgorn's solution](#)**1606.**

1572C

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Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[errorgorn's solution](#)**1607.**

1567F

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[errorgorn's solution](#)**1608.**

1553G

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[errorgorn's solution](#)**1609.**

1550F

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[errorgorn's solution](#)**1610.**

1543E

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[errorgorn's solution](#)**1611.**

1542E2

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Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[errorgorn's solution](#)

1612.

1519E

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[errorgorn's solution](#)**1613.**

1521E

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[errorgorn's solution](#)**1614.**

1137E

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[errorgorn's solution](#)**1615.**

1065G

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[errorgorn's solution](#)**1616.**

1491F

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932F

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383E

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[errorgorn's solution](#)**1619.**

1468L

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1019D

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[errorgorn's solution](#)**1621.**

1025F

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[errorgorn's solution](#)

1622.

1464E

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Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[errorgorn's solution](#)

1623.

1458C

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Quality: 1,686 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
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1624.

1450E

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Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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1625.

1149C

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Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
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1626.

1270G

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1627.

1215F

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Quality: 1,189 global accepts · Rating: 2700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat
[errorgorn's solution](#)

1628.

1369F

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Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games
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1629.

1366F

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1630.

1370F2

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1631.

1366G

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[errorgorn's solution](#)

1632.

1364E

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Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[errorgorn's solution](#)**1633.**

1358F

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[errorgorn's solution](#)**1634.**

1344D

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Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[errorgorn's solution](#)**1635.**

1338D

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Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[errorgorn's solution](#)**1636.**

1254D

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Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[errorgorn's solution](#)**1637.**

1214F

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[errorgorn's solution](#)**1638.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[errorgorn's solution](#)**1639.**

778D

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[errorgorn's solution](#)**1640.**

2147F

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Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[errorgorn's solution](#)**1641.**

2141G

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Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, data structures, geometry, sortings

[errorgorn's solution](#)

1642.

1942G

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Quality: 737 global accepts · Rating: 2800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
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1643.

2068E

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1644.

1626F

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[errorgorn's solution](#)

1645.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
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1646.

1967D

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Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[errorgorn's solution](#)

1647.

1863G

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Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[errorgorn's solution](#)

1648.

1852D

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Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1649.

1765I

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Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths
[errorgorn's solution](#)

1650.

1732E

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Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory
[errorgorn's solution](#)

1651.

1291F

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Quality: 726 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive
[errorgorn's solution](#)

1652.

1746F

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1653.

1725I

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Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees
[errorgorn's solution](#)

1654.

601E

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1655.

1685D1

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1656.

1684G

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1657.

1436F

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1658.

1672F2

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Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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1659.

1654F

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Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
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1660.

1615F

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1661.

1608E

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1662.

1572D

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1663.

1039D

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Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

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1664.

1609F

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[errorgorn's solution](#)

1665.

1545C

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1666.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

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1667.

1477D

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[errorgorn's solution](#)

1668.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[errorgorn's solution](#)

1669.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[errorgorn's solution](#)

1670.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[errorgorn's solution](#)

1671.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[errorgorn's solution](#)

1672.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[errorgorn's solution](#)

1673.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[errorgorn's solution](#)

1674.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[errorgorn's solution](#)

1675.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[errorgorn's solution](#)

1676.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[errorgorn's solution](#)

1677.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[errorgorn's solution](#)

1678.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[errorgorn's solution](#)

1679.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[errorgorn's solution](#)

1680.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[errorgorn's solution](#)

1681.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[errorgorn's solution](#)

1682.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[errorgorn's solution](#)

1683.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[errorgorn's solution](#)

1684.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[errorgorn's solution](#)

1685.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[errorgorn's solution](#)

1686.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[errorgorn's solution](#)

1687.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[errorgorn's solution](#)

1688.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[errorgorn's solution](#)

1689.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[errorgorn's solution](#)

1690.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[errorgorn's solution](#)

1691.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[errorgorn's solution](#)

1692.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[errorgorn's solution](#)

1693.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[errorgorn's solution](#)

1694.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)

1695.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1696.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, geometry, probabilities

[errorgorn's solution](#)

1697.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[errorgorn's solution](#)

1698.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[errorgorn's solution](#)

1699.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[errorgorn's solution](#)

1700.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[errorgorn's solution](#)

1701.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[errorgorn's solution](#)

1702.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[errorgorn's solution](#)

1703.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[errorgorn's solution](#)

1704.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[errorgorn's solution](#)

1705.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[errorgorn's solution](#)

1706.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, math
[errorgorn's solution](#)

1707.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings
[errorgorn's solution](#)

1708.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[errorgorn's solution](#)

1709.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[errorgorn's solution](#)

1710.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[errorgorn's solution](#)

1711.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[errorgorn's solution](#)

1712.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[errorgorn's solution](#)

1713.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[errorgorn's solution](#)

1714.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[errorgorn's solution](#)

1715.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[errorgorn's solution](#)

1716.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[errorgorn's solution](#)

1717.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[errorgorn's solution](#)

1718.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[errorgorn's solution](#)

1719.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[errorgorn's solution](#)

1720.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[errorgorn's solution](#)

1721.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[errorgorn's solution](#)

1722.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[errorgorn's solution](#)

1723.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-05-12 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[errorgorn's solution](#)

1724.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[errorgorn's solution](#)

1725.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[errorgorn's solution](#)

1726.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[errorgorn's solution](#)

1727.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[errorgorn's solution](#)

1728.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[errorgorn's solution](#)

1729.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[errorgorn's solution](#)

1730.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[errorgorn's solution](#)

1731.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[errorgorn's solution](#)

1732.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[errorgorn's solution](#)

1733.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[errorgorn's solution](#)

1734.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2024-12-29 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[errorgorn's solution](#)

1735.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[errorgorn's solution](#)

1736.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[errorgorn's solution](#)

1737.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[errorgorn's solution](#)

1738.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[errorgorn's solution](#)

1739.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[errorgorn's solution](#)

1740.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[errorgorn's solution](#)

1741.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[errorgorn's solution](#)

1742.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[errorgorn's solution](#)

1743.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[errorgorn's solution](#)

1744.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[errorgorn's solution](#)

1745.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[errorgorn's solution](#)

1746.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[errorgorn's solution](#)

1747.

1672I

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

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

1748.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[errorgorn's solution](#)

1749.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[errorgorn's solution](#)

1750.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[errorgorn's solution](#)

1751.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[errorgorn's solution](#)

1752.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[errorgorn's solution](#)

1753.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[errorgorn's solution](#)

1754.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[errorgorn's solution](#)

1755.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[errorgorn's solution](#)

1756.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory
[errorgorn's solution](#)

1757.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[errorgorn's solution](#)

1758.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[errorgorn's solution](#)

1759.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[errorgorn's solution](#)

1760.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[errorgorn's solution](#)

1761.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[errorgorn's solution](#)

1762.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[errorgorn's solution](#)

1763.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

1764.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[errorgorn's solution](#)

1765.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[errorgorn's solution](#)

1766.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-06-15 · last AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[errorgorn's solution](#)

1767.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[errorgorn's solution](#)

1768.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy
[errorgorn's solution](#)

1769.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[errorgorn's solution](#)

1770.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[errorgorn's solution](#)

1771.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[errorgorn's solution](#)

1772.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[errorgorn's solution](#)

1773.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[errorgorn's solution](#)

1774.

1967E1

[Again Counting Arrays \(Easy Version\) · Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[errorgorn's solution](#)

1775.

1949H

[Division Avoidance · Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[errorgorn's solution](#)

1776.

1864G

[Magic Square · Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation
[errorgorn's solution](#)

1777.

1458E

[Nim Shortcuts · Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games
[errorgorn's solution](#)

1778.

1815E

[Bosco and Particle · Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
[errorgorn's solution](#)

1779.

1785E

[Infinite Game · Tutorial](#)

Rating: 3100 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games
[errorgorn's solution](#)

1780.

1246E

[To Make 1 · Tutorial](#)

Rating: 3100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[errorgorn's solution](#)

1781.

1761F1

[Anti-median \(Easy Version\) · Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[errorgorn's solution](#)

1782.

1067D

[Computer Game · Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities
[errorgorn's solution](#)

1783.

1190E

[Tokitsukaze and Explosion · Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[errorgorn's solution](#)

1784.

765F

[Souvenirs · Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[errorgorn's solution](#)

1785.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[errorgorn's solution](#)

1786.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[errorgorn's solution](#)

1787.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[errorgorn's solution](#)

1788.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[errorgorn's solution](#)

1789.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[errorgorn's solution](#)

1790.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[errorgorn's solution](#)

1791.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[errorgorn's solution](#)

1792.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[errorgorn's solution](#)

1793.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[errorgorn's solution](#)

1794.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[errorgorn's solution](#)

1795.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[errorgorn's solution](#)

1796.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[errorgorn's solution](#)

1797.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[errorgorn's solution](#)

1798.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[errorgorn's solution](#)

1799.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[errorgorn's solution](#)

1800.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, two pointers

[errorgorn's solution](#)

1801.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[errorgorn's solution](#)

1802.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[errorgorn's solution](#)

1803.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[errorgorn's solution](#)

1804.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[errorgorn's solution](#)

1805.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[errorgorn's solution](#)

1806.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[errorgorn's solution](#)

1807.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[errorgorn's solution](#)

1808.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[errorgorn's solution](#)

1809.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive
[errorgorn's solution](#)

1810.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[errorgorn's solution](#)

1811.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[errorgorn's solution](#)

1812.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[errorgorn's solution](#)

1813.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[errorgorn's solution](#)

1814.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[errorgorn's solution](#)

1815.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[errorgorn's solution](#)

1816.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-10 · last AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[errorgorn's solution](#)

1817.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[errorgorn's solution](#)

1818.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[errorgorn's solution](#)

1819.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[errorgorn's solution](#)

1820.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[errorgorn's solution](#)

1821.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-02-17 · last AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[errorgorn's solution](#)

1822.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[errorgorn's solution](#)

1823.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[errorgorn's solution](#)

1824.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[errorgorn's solution](#)

1825.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[errorgorn's solution](#)

1826.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[errorgorn's solution](#)

1827.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[errorgorn's solution](#)

1828.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[errorgorn's solution](#)

1829.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[errorgorn's solution](#)

1830.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[errorgorn's solution](#)

1831.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[errorgorn's solution](#)

1832.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[errorgorn's solution](#)

1833.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[errorgorn's solution](#)

1834.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[errorgorn's solution](#)

1835.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[errorgorn's solution](#)

1836.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[errorgorn's solution](#)

1837.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[errorgorn's solution](#)

1838.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees

[errorgorn's solution](#)

1839.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[errorgorn's solution](#)

1840.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

1841.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[errorgorn's solution](#)

1842.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[errorgorn's solution](#)

1843.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[errorgorn's solution](#)

1844.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[errorgorn's solution](#)

1845.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[errorgorn's solution](#)

1846.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[errorgorn's solution](#)

1847.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[errorgorn's solution](#)

1848.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[errorgorn's solution](#)

1849.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[errorgorn's solution](#)

1850.

1677F

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[errorgorn's solution](#)

1851.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[errorgorn's solution](#)

1852.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1853.

105544E

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

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1854.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1855.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: —

[errorgorn's solution](#)

1856.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1857.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

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

1858.

105544J

[Lead Time Estimation](#) · [Tutorial](#)

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

1859.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

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

1860.

105544A

[Counterfeit Money](#) · [Tutorial](#)

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

1861.

105544M

[Task scheduler](#) · [Tutorial](#)

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

1862.

106164D

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[errorgorn's solution](#)

1863.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[errorgorn's solution](#)

1864.

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[errorgorn's solution](#)

1865.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[errorgorn's solution](#)

1866.

106164E

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[errorgorn's solution](#)

1867.

106164G

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1868.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1869.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1870.

106164M

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1871.

106164C

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1872.

106164N

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1873.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1874.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1875.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1876.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1877.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1878.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1879.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1880.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1881.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1882.

103443D

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

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1883.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1884.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1885.

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1886.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1887.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[errorgorn's solution](#)

1888.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1889.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1890.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1891.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1892.

106084D

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

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1893.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[errorgorn's solution](#)

1894.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · PyPy 3 (first AC) · Tags: —

[errorgorn's solution](#)

1895.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, fft, math

[errorgorn's solution](#)

1896.

2095F

[!S Cæb 0B \\$a bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, math

[errorgorn's solution](#)

1897.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, binary search, brute force

[errorgorn's solution](#)

1898.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[errorgorn's solution](#)

1899.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, expression parsing, number theory

[errorgorn's solution](#)

1900.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[errorgorn's solution](#)

1901.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[errorgorn's solution](#)

1902.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[errorgorn's solution](#)

1903.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, string suffix structures

[errorgorn's solution](#)

1904.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy

[errorgorn's solution](#)

1905.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1906.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy

[errorgorn's solution](#)

1907.

2011E

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

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[errorgorn's solution](#)

1908.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1909.

2011C

[Split the Expression](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1910.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1911.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1912.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[errorgorn's solution](#)

1913.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[errorgorn's solution](#)

1914.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, greedy

[errorgorn's solution](#)

1915.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.9 (first AC) · Tags: *special

[errorgorn's solution](#)

1916.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.9 (first AC) · Tags: *special, sortings

[errorgorn's solution](#)

1917.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[errorgorn's solution](#)

1918.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[errorgorn's solution](#)

1919.

104435F

[Flow Maximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1920.

104435D

[Eliens Slurs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1921.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1922.

104435I

[Ominous Acids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · PyPy 3 (first AC) · Tags: —

[errorgorn's solution](#)

1923.

104435A

[Alien Gordon Ramsey](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1924.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1925.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1926.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1927.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1928.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1929.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1930.

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1931.

103809C

[Secuencias](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1932.

103809B

[Divisibilidad](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1933.

103809A

[Alineaciones](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1934.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1935.

102962C

[RPS string](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1936.

102962D

[Long puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1937.

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1938.

102962A

[Parking Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1939.

103698F

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · last AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1940.

103698D

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1941.

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · last AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1942.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1943.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[errorgorn's solution](#)

1944.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[errorgorn's solution](#)

1945.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[errorgorn's solution](#)

1946.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[errorgorn's solution](#)

1947.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[errorgorn's solution](#)

1948.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[errorgorn's solution](#)

1949.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[errorgorn's solution](#)

1950.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[errorgorn's solution](#)

1951.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[errorgorn's solution](#)

1952.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[errorgorn's solution](#)

1953.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1954.

103181E

[Metrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1955.

100965H

[Simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

1956.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1957.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1958.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1959.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1960.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[errorgorn's solution](#)

1961.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

1962.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1963.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1964.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1965.

103470H

[Crystalfly](#) · [Tutorial](#)

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

[errorgorn's solution](#)

1966.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

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

[errorgorn's solution](#)

1967.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

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

[errorgorn's solution](#)

1968.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1969.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1970.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1971.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1972.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1973.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1974.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1975.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1976.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1977.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1978.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1979.

103329J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1980.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1981.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1982.

103371C

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

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1983.

103371A

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

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1984.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1985.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1986.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1987.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1988.

102059F

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

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

1989.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1990.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1991.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1992.

103182B

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1993.

103181K

[Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1994.

103181J

[Funny Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1995.

103181D

[Markat](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1996.

103181C

[Girth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1997.

103181F

[Relay Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1998.

103181B

[Convolved Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[errorgorn's solution](#)

1999.

103182E

[PalTree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2000.

103182G

[SigSegv](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2001.

103182K

[Bathroom Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2002.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2003.

103109A

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

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2004.

103109H

[Future Gadget Lab](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2005.

103109E

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

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2006.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2007.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · last AC: 2021-06-10 · GNU C++11 (first AC) · Tags: —

[errorgorn's solution](#)

2008.

102968E

[Two Gangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2009.

102968H

[KMP](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2010.

102968K

[Squares City](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2011.

102968D

[Data Integrity](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2012.

102968G

[Complete Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2013.

102968L

[Yet another roads problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2014.

102968J

[Pyra, Pyra, Pyraminx!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2015.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · last AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2016.

102824K

[Sphinx Economics](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2017.

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2018.

102824F

[Night of the Candles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2019.

102824C

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2020.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2021.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2022.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2023.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2024.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[errorgorn's solution](#)

2025.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2026.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2027.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2028.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[errorgorn's solution](#)

2029.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

2030.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

2031.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

2032.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[errorgorn's solution](#)

2033.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

2034.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[errorgorn's solution](#)

2035.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[errorgorn's solution](#)

2036.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[errorgorn's solution](#)

2037.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[errorgorn's solution](#)

2038.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[errorgorn's solution](#)

2039.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[errorgorn's solution](#)

2040.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[errorgorn's solution](#)