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Unique solved — evolto

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

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

Filters: none

Count: 145

1.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: greedy

[evolto's solution](#)

2.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: math

[evolto's solution](#)

3.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,361 global accepts · Rating: 800 · first AC: 2025-05-14 · Python 3 (first AC) · Tags: brute force, math

[evolto's solution](#)

4.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[evolto's solution](#)

5.

1409A

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

Quality: 80,434 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[evolto's solution](#)

6.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[evolto's solution](#)

7.

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

[evolto's solution](#)

8.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[evolto's solution](#)

9.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[evolto's solution](#)

10.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[evolto's solution](#)

11.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[evolto's solution](#)

12.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[evolto's solution](#)

13.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[evolto's solution](#)

14.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[evolto's solution](#)

15.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[evolto's solution](#)

16.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[evolto's solution](#)

17.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[evolto's solution](#)

18.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-05-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math
[evolto's solution](#)

19.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[evolto's solution](#)

20.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · Python 3 (first AC) · Tags: brute force, data structures
[evolto's solution](#)

- 21.**
1419D1
[Sage's Birthday \(easy version\) · Tutorial](#)
Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[evolto's solution](#)
- 22.**
1388B
[Captain Flint and a Long Voyage · Tutorial](#)
Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[evolto's solution](#)
- 23.**
1362A
[Johnny and Ancient Computer · Tutorial](#)
Quality: 34,089 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[evolto's solution](#)
- 24.**
2138A
[Cake Assignment · Tutorial](#)
Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[evolto's solution](#)
- 25.**
690A1
[Collective Mindsets \(easy\) · Tutorial](#)
Quality: 3,094 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[evolto's solution](#)
- 26.**
1407A
[Ahahahahahahaha · Tutorial](#)
Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[evolto's solution](#)
- 27.**
1409B
[Minimum Product · Tutorial](#)
Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[evolto's solution](#)
- 28.**
1382B
[Sequential Nim · Tutorial](#)
Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[evolto's solution](#)
- 29.**
1375A
[Sign Flipping · Tutorial](#)
Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[evolto's solution](#)
- 30.**
2135A
[Against the Difference · Tutorial](#)
Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[evolto's solution](#)
- 31.**
1419B
[Stairs · Tutorial](#)
Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, math

[evolto's solution](#)

32.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[evolto's solution](#)

33.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[evolto's solution](#)

34.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[evolto's solution](#)

35.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[evolto's solution](#)

36.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[evolto's solution](#)

37.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[evolto's solution](#)

38.

1382C1

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

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

[evolto's solution](#)

39.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[evolto's solution](#)

40.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · Python 3 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[evolto's solution](#)

41.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[evolto's solution](#)

42.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[evolto's solution](#)

43.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[evolto's solution](#)

44.

1362C

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

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[evolto's solution](#)

45.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[evolto's solution](#)

46.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[evolto's solution](#)

47.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[evolto's solution](#)

48.

1418C

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

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[evolto's solution](#)

49.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[evolto's solution](#)

50.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[evolto's solution](#)

51.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[evolto's solution](#)

52.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[evolto's solution](#)

53.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[evolto's solution](#)

54.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[evolto's solution](#)

55.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[evolto's solution](#)

56.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[evolto's solution](#)

57.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[evolto's solution](#)

58.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[evolto's solution](#)

59.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[evolto's solution](#)

60.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[evolto's solution](#)

61.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[evolto's solution](#)

- 62.**
1400B
[RPG Protagonist](#) · [Tutorial](#)
Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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- 63.**
1392D
[Omkar and Bed Wars](#) · [Tutorial](#)
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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- 64.**
1393C
[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)
Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[evolto's solution](#)
- 65.**
1382C2
[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)
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[evolto's solution](#)
- 66.**
1362D
[Johnny and Contribution](#) · [Tutorial](#)
Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[evolto's solution](#)
- 67.**
2138C1
[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)
Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[evolto's solution](#)
- 68.**
1409E
[Two Platforms](#) · [Tutorial](#)
Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[evolto's solution](#)
- 69.**
1398D
[Colored Rectangles](#) · [Tutorial](#)
Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[evolto's solution](#)
- 70.**
1388C
[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)
Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[evolto's solution](#)
- 71.**
1382D
[Unmerge](#) · [Tutorial](#)
Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[evolto's solution](#)
- 72.**
2138B
[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[evolto's solution](#)

73.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-05-14 · Python 3 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[evolto's solution](#)

74.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[evolto's solution](#)

75.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings
[evolto's solution](#)

76.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[evolto's solution](#)

77.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[evolto's solution](#)

78.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[evolto's solution](#)

79.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[evolto's solution](#)

80.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[evolto's solution](#)

81.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[evolto's solution](#)

82.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2020-09-03 · last AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[evolto's solution](#)

83.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[evolto's solution](#)

84.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[evolto's solution](#)

85.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[evolto's solution](#)

86.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[evolto's solution](#)

87.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[evolto's solution](#)

88.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[evolto's solution](#)

89.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[evolto's solution](#)

90.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[evolto's solution](#)

91.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[evolto's solution](#)

92.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[evolto's solution](#)

93.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[evolto's solution](#)

94.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[evolto's solution](#)

95.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[evolto's solution](#)

96.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[evolto's solution](#)

97.

1409F

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

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[evolto's solution](#)

98.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2020-09-03 · last AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[evolto's solution](#)

99.

1392E

[Omkar and Duck](#) · [Tutorial](#)

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100.

208E

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101.

1266E

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102.

1393D

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103.

1187E

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2112E

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105.

1208E

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106.

1437E

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107.

1168C

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108.

1215E

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109.

628D

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110.

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111.

1406D

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112.

1407D

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113.

1092D2

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1400E

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115.

1389E

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116.

1970F2

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117.

1970F3

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118.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

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119.

1292C

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120.

600E

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121.

1009F

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122.

1422D

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846E

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124.

1408F

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690A2

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1131E

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1322C

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128.

1073E

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130.

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131.

1405E

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132.

856B

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133.

425D

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134.

1868C

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135.

1132G

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136.

908F

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137.

1408E

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138.

1418E

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139.

1139E

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140.

744C

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141.

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1430F

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143.

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144.

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145.

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