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Unique solved — foreverlasting

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

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

Filters: none

Count: 1,549

1.

2172A

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Quality: 14,547 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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2.

2176A

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Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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3.

2173A

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Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[foreverlasting's solution](#)

4.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[foreverlasting's solution](#)

5.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

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6.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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7.

2134A

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8.

1993A

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Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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9.

1996B

[Scale](#) · [Tutorial](#)

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10.

1996A

[Legs](#) · [Tutorial](#)

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11.

1859A

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Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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12.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings
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13.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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14.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
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15.

1782A

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16.

1534A

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17.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
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18.

1762A

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[foreverlasting's solution](#)

19.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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20.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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21.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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22.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[foreverlasting's solution](#)

23.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[foreverlasting's solution](#)

24.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
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25.

1746A

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[foreverlasting's solution](#)

26.

1699A

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

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27.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math
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28.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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29.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[foreverlasting's solution](#)

30.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[foreverlasting's solution](#)

31.

1734A

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32.

1733A

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33.

1704A

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34.

1695A

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35.

1696A

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36.

1689A

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37.

1684B

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38.

1684A

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39.

1670A

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40.

1668A

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41.

1665A

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42.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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[foreverlasting's solution](#)

43.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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44.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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45.

1657B

[XY Sequence](#) · [Tutorial](#)

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46.

1657A

[Integer Moves](#) · [Tutorial](#)

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47.

1654B

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48.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[foreverlasting's solution](#)

49.

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[foreverlasting's solution](#)

50.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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51.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[foreverlasting's solution](#)

52.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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53.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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54.

1620A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation
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55.

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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56.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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57.

1608A

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58.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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59.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
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60.

1604A

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61.

1552A

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

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62.

1284A

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63.

1178A

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Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-08-30 · last AC: 2019-08-30 · GNU C++11 (first AC) · Tags: greedy
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64.

1191A

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65.

1173A

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66.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation
[foreverlasting's solution](#)

67.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: math
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68.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,340 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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69.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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70.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[foreverlasting's solution](#)

71.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
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72.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
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73.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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74.

768A

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Quality: 30,842 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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75.

1696B

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

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76.

1668B

[Social Distance](#) · [Tutorial](#)

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77.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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78.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math
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79.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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80.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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81.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: strings
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82.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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83.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

84.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[foreverlasting's solution](#)

85.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math
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86.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[foreverlasting's solution](#)

87.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
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88.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,899 global accepts · Rating: 1000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[foreverlasting's solution](#)

89.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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90.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
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91.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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92.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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93.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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94.

1765E

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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95.

1725B

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Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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- 96.**
1704B
[Luke is a Foodie](#) · [Tutorial](#)
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[foreverlasting's solution](#)
- 97.**
1695B
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- 98.**
1620B
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- 99.**
1613B
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- 100.**
1614B
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- 101.**
1248A
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- 102.**
2173B
[Niko's Tactical Cards](#) · [Tutorial](#)
Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[foreverlasting's solution](#)
- 103.**
1993B
[Parity and Sum](#) · [Tutorial](#)
Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[foreverlasting's solution](#)
- 104.**
1832B
[Maximum Sum](#) · [Tutorial](#)
Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[foreverlasting's solution](#)
- 105.**
1534B
[Histogram Ugliness](#) · [Tutorial](#)
Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[foreverlasting's solution](#)
- 106.**
1762B
[Make Array Good](#) · [Tutorial](#)
Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[foreverlasting's solution](#)

107.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[foreverlasting's solution](#)

108.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[foreverlasting's solution](#)

109.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[foreverlasting's solution](#)

110.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[foreverlasting's solution](#)

111.

1656B

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

Quality: 26,807 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[foreverlasting's solution](#)

112.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

113.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · last AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[foreverlasting's solution](#)

114.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[foreverlasting's solution](#)

115.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry
[foreverlasting's solution](#)

116.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[foreverlasting's solution](#)

117.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,948 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[foreverlasting's solution](#)

118.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[foreverlasting's solution](#)

119.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[foreverlasting's solution](#)

120.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[foreverlasting's solution](#)

121.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[foreverlasting's solution](#)

122.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[foreverlasting's solution](#)

123.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[foreverlasting's solution](#)

124.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,564 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[foreverlasting's solution](#)

125.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[foreverlasting's solution](#)

126.

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[foreverlasting's solution](#)

127.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[foreverlasting's solution](#)

128.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[foreverlasting's solution](#)

129.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[foreverlasting's solution](#)

130.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[foreverlasting's solution](#)

131.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[foreverlasting's solution](#)

132.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[foreverlasting's solution](#)

133.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[foreverlasting's solution](#)

134.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[foreverlasting's solution](#)

135.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[foreverlasting's solution](#)

136.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[foreverlasting's solution](#)

137.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[foreverlasting's solution](#)

138.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[foreverlasting's solution](#)

139.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[foreverlasting's solution](#)

140.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: greedy

[foreverlasting's solution](#)

141.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[foreverlasting's solution](#)

142.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[foreverlasting's solution](#)

143.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[foreverlasting's solution](#)

144.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[foreverlasting's solution](#)

145.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[foreverlasting's solution](#)

146.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[foreverlasting's solution](#)

147.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[foreverlasting's solution](#)

148.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[foreverlasting's solution](#)

149.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[foreverlasting's solution](#)

150.

1650D

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

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[foreverlasting's solution](#)

151.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[foreverlasting's solution](#)

152.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[foreverlasting's solution](#)

153.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[foreverlasting's solution](#)

154.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[foreverlasting's solution](#)

155.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy
[foreverlasting's solution](#)

156.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[foreverlasting's solution](#)

157.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[foreverlasting's solution](#)

158.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[foreverlasting's solution](#)

159.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[foreverlasting's solution](#)

160.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation
[foreverlasting's solution](#)

161.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2018-06-05 · GNU C++ (first AC) · Tags: implementation, sortings
[foreverlasting's solution](#)

162.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[foreverlasting's solution](#)

163.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[foreverlasting's solution](#)

164.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[foreverlasting's solution](#)

165.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[foreverlasting's solution](#)

166.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[foreverlasting's solution](#)

167.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[foreverlasting's solution](#)

168.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[foreverlasting's solution](#)

169.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[foreverlasting's solution](#)

170.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[foreverlasting's solution](#)

171.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[foreverlasting's solution](#)

172.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[foreverlasting's solution](#)

173.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[foreverlasting's solution](#)

174.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[foreverlasting's solution](#)

175.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[foreverlasting's solution](#)

176.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · last AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[foreverlasting's solution](#)

177.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, two pointers

[foreverlasting's solution](#)

178.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[foreverlasting's solution](#)

179.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[foreverlasting's solution](#)

180.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[foreverlasting's solution](#)

181.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[foreverlasting's solution](#)

182.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[foreverlasting's solution](#)

183.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[foreverlasting's solution](#)

184.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[foreverlasting's solution](#)

185.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[foreverlasting's solution](#)

186.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[foreverlasting's solution](#)

187.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[foreverlasting's solution](#)

188.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[foreverlasting's solution](#)

189.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[foreverlasting's solution](#)

190.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[foreverlasting's solution](#)

191.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[foreverlasting's solution](#)

192.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[foreverlasting's solution](#)

193.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[foreverlasting's solution](#)

194.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[foreverlasting's solution](#)

195.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[foreverlasting's solution](#)

196.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[foreverlasting's solution](#)

197.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[foreverlasting's solution](#)

198.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[foreverlasting's solution](#)

199.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[foreverlasting's solution](#)

200.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[foreverlasting's solution](#)

201.

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[foreverlasting's solution](#)

202.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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203.

1771C

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Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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204.

1486C1

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205.

1623C

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206.

768B

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Quality: 6,973 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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207.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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208.

1677A

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209.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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210.

1483A

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211.

1458A

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212.

1481C

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213.

1615C

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214.

725C

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215.

1612D

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216.

1603B

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217.

1284C

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218.

1246A

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Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
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219.

1188A1

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220.

1198B

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221.

1198A

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222.

1137A

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223.

924B

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956B

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225.

925A

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226.

966A

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Rating: 1600 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[foreverlasting's solution](#)

227.

1085C

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228.

1098A

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229.

1779D

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230.

1770C

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1765D

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232.

1479A

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233.

739A

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1743D

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1699C

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236.

1695C

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237.

1687B

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238.

1684D

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239.

1677B

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240.

1670D

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1672D

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242.

1658C

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1621C

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1644D

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1608C

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1267E

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1248C

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248.

1168A

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249.

924C

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250.

956C

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251.

983A

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252.

936A

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253.

925B

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Quality: 2,350 global accepts · Rating: 1700 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings

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254.

966B

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Rating: 1700 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

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255.

1085D

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256.

2172B

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Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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257.

2148F

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Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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258.

1859D

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Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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259.

1758D

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1775D

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261.

1782D

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262.

939E

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263.

1720D1

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1725H

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1725M

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266.

768C

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267.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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268.

1666C

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269.

1648B

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270.

1326D2

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271.

1617D1

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272.

1620C

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273.

733C

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274.

1572A

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275.

1552D

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276.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
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277.

1534D

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278.

1267J

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279.

1267L

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280.

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
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281.

1179B

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282.

983B

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Quality: 6,308 global accepts · Rating: 1800 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

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283.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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284.

1190B

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285.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[foreverlasting's solution](#)

286.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

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287.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: number theory

[foreverlasting's solution](#)

288.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

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289.

161D

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Quality: 19,178 global accepts · Rating: 1800 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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290.

245H

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: dp, hashing, strings

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291.

2148G

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Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

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292.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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293.

1613D

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294.

1777D

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Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
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295.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[foreverlasting's solution](#)

296.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[foreverlasting's solution](#)

297.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-02-22 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[foreverlasting's solution](#)

298.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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299.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[foreverlasting's solution](#)

300.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[foreverlasting's solution](#)

301.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[foreverlasting's solution](#)

302.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[foreverlasting's solution](#)

303.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[foreverlasting's solution](#)

304.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[foreverlasting's solution](#)

305.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[foreverlasting's solution](#)

306.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[foreverlasting's solution](#)

307.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[foreverlasting's solution](#)

308.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[foreverlasting's solution](#)

309.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[foreverlasting's solution](#)

310.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings

[foreverlasting's solution](#)

311.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[foreverlasting's solution](#)

312.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, two pointers

[foreverlasting's solution](#)

313.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[foreverlasting's solution](#)

314.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[foreverlasting's solution](#)

315.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[foreverlasting's solution](#)

316.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[foreverlasting's solution](#)

317.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[foreverlasting's solution](#)

318.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[foreverlasting's solution](#)

319.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[foreverlasting's solution](#)

320.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[foreverlasting's solution](#)

321.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[foreverlasting's solution](#)

322.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: data structures, number theory
[foreverlasting's solution](#)

323.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
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324.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[foreverlasting's solution](#)

325.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: *special
[foreverlasting's solution](#)

326.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[foreverlasting's solution](#)

327.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[foreverlasting's solution](#)

328.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[foreverlasting's solution](#)

329.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2023-04-24 · last AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[foreverlasting's solution](#)

330.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[foreverlasting's solution](#)

331.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[foreverlasting's solution](#)

332.

50C

[Happy Farm 5 · Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[foreverlasting's solution](#)

333.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[foreverlasting's solution](#)

334.

1712D

[Empty Graph · Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[foreverlasting's solution](#)

335.

1716C

[Robot in a Hallway · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[foreverlasting's solution](#)

336.

1716D

[Chip Move · Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[foreverlasting's solution](#)

337.

1725C

[Circular Mirror · Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[foreverlasting's solution](#)

338.

1718B

[Fibonacci Strings · Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[foreverlasting's solution](#)

339.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[foreverlasting's solution](#)

340.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[foreverlasting's solution](#)

341.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[foreverlasting's solution](#)

342.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[foreverlasting's solution](#)

343.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[foreverlasting's solution](#)

344.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[foreverlasting's solution](#)

345.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[foreverlasting's solution](#)

346.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[foreverlasting's solution](#)

347.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[foreverlasting's solution](#)

348.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[foreverlasting's solution](#)

349.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[foreverlasting's solution](#)

350.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[foreverlasting's solution](#)

351.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[foreverlasting's solution](#)

352.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[foreverlasting's solution](#)

353.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[foreverlasting's solution](#)

354.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[foreverlasting's solution](#)

355.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[foreverlasting's solution](#)

356.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[foreverlasting's solution](#)

357.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[foreverlasting's solution](#)

358.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures, schedules

[foreverlasting's solution](#)

359.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: math

[foreverlasting's solution](#)

360.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[foreverlasting's solution](#)

361.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

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362.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[foreverlasting's solution](#)

363.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[foreverlasting's solution](#)

364.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-06 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[foreverlasting's solution](#)

365.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[foreverlasting's solution](#)

366.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-02-09 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

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367.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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368.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[foreverlasting's solution](#)

369.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[foreverlasting's solution](#)

370.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[foreverlasting's solution](#)

371.

877D

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

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2022-07-11 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[foreverlasting's solution](#)

372.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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373.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[foreverlasting's solution](#)

374.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[foreverlasting's solution](#)

375.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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376.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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377.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[foreverlasting's solution](#)

378.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[foreverlasting's solution](#)

379.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[foreverlasting's solution](#)

380.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

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381.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

382.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
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383.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[foreverlasting's solution](#)

384.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[foreverlasting's solution](#)

385.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[foreverlasting's solution](#)

386.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[foreverlasting's solution](#)

387.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[foreverlasting's solution](#)

388.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[foreverlasting's solution](#)

389.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees
[foreverlasting's solution](#)

390.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[foreverlasting's solution](#)

391.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[foreverlasting's solution](#)

392.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[foreverlasting's solution](#)

393.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[foreverlasting's solution](#)

394.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[foreverlasting's solution](#)

395.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[foreverlasting's solution](#)

396.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-02-22 · last AC: 2025-01-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[foreverlasting's solution](#)

397.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[foreverlasting's solution](#)

398.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[foreverlasting's solution](#)

399.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[foreverlasting's solution](#)

400.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2018-10-23 · last AC: 2023-01-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[foreverlasting's solution](#)

401.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[foreverlasting's solution](#)

402.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[foreverlasting's solution](#)

403.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[foreverlasting's solution](#)

404.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[foreverlasting's solution](#)

405.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-07-11 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[foreverlasting's solution](#)

406.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[foreverlasting's solution](#)

407.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[foreverlasting's solution](#)

408.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[foreverlasting's solution](#)

409.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[foreverlasting's solution](#)

410.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[foreverlasting's solution](#)

411.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[foreverlasting's solution](#)

412.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[foreverlasting's solution](#)

413.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[foreverlasting's solution](#)

414.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[foreverlasting's solution](#)

415.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[foreverlasting's solution](#)

416.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[foreverlasting's solution](#)

417.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[foreverlasting's solution](#)

418.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[foreverlasting's solution](#)

419.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[foreverlasting's solution](#)

420.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[foreverlasting's solution](#)

421.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

422.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[foreverlasting's solution](#)

423.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[foreverlasting's solution](#)

424.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[foreverlasting's solution](#)

425.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[foreverlasting's solution](#)

426.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[foreverlasting's solution](#)

427.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[foreverlasting's solution](#)

428.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-27 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[foreverlasting's solution](#)

429.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: data structures

[foreverlasting's solution](#)

430.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: dp

[foreverlasting's solution](#)

431.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[foreverlasting's solution](#)

432.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[foreverlasting's solution](#)

433.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp, games

[foreverlasting's solution](#)

434.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-09-05 · last AC: 2025-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[foreverlasting's solution](#)

435.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · last AC: 2025-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[foreverlasting's solution](#)

436.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[foreverlasting's solution](#)

437.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[foreverlasting's solution](#)

438.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[foreverlasting's solution](#)

439.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[foreverlasting's solution](#)

440.

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[foreverlasting's solution](#)

441.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[foreverlasting's solution](#)

442.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[foreverlasting's solution](#)

443.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[foreverlasting's solution](#)

444.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[foreverlasting's solution](#)

445.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[foreverlasting's solution](#)

446.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[foreverlasting's solution](#)

447.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[foreverlasting's solution](#)

448.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[foreverlasting's solution](#)

449.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[foreverlasting's solution](#)

450.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[foreverlasting's solution](#)

451.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[foreverlasting's solution](#)

452.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[foreverlasting's solution](#)

453.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory
[foreverlasting's solution](#)

454.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[foreverlasting's solution](#)

455.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[foreverlasting's solution](#)

456.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[foreverlasting's solution](#)

457.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities
[foreverlasting's solution](#)

458.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: binary search, math, number theory
[foreverlasting's solution](#)

459.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: string suffix structures
[foreverlasting's solution](#)

460.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[foreverlasting's solution](#)

461.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2018-10-25 · last AC: 2018-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[foreverlasting's solution](#)

462.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[foreverlasting's solution](#)

463.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: data structures, math

[foreverlasting's solution](#)

464.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[foreverlasting's solution](#)

465.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[foreverlasting's solution](#)

466.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2018-09-16 · last AC: 2018-09-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[foreverlasting's solution](#)

467.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 2300 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[foreverlasting's solution](#)

468.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[foreverlasting's solution](#)

469.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2025-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[foreverlasting's solution](#)

470.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[foreverlasting's solution](#)

471.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[foreverlasting's solution](#)

472.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[foreverlasting's solution](#)

473.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[foreverlasting's solution](#)

474.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[foreverlasting's solution](#)

475.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[foreverlasting's solution](#)

476.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[foreverlasting's solution](#)

477.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[foreverlasting's solution](#)

478.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[foreverlasting's solution](#)

479.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[foreverlasting's solution](#)

480.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[foreverlasting's solution](#)

481.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[foreverlasting's solution](#)

482.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[foreverlasting's solution](#)

483.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-08-03 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[foreverlasting's solution](#)

484.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[foreverlasting's solution](#)

485.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[foreverlasting's solution](#)

486.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[foreverlasting's solution](#)

487.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[foreverlasting's solution](#)

488.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[foreverlasting's solution](#)

489.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2022-05-19 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[foreverlasting's solution](#)

490.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[foreverlasting's solution](#)

491.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[foreverlasting's solution](#)

492.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[foreverlasting's solution](#)

493.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[foreverlasting's solution](#)

494.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[foreverlasting's solution](#)

495.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[foreverlasting's solution](#)

496.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[foreverlasting's solution](#)

497.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[foreverlasting's solution](#)

498.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[foreverlasting's solution](#)

499.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation, interactive
[foreverlasting's solution](#)

500.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[foreverlasting's solution](#)

501.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: geometry
[foreverlasting's solution](#)

502.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities
[foreverlasting's solution](#)

503.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: dp

[foreverlasting's solution](#)

504.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[foreverlasting's solution](#)

505.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[foreverlasting's solution](#)

506.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

507.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[foreverlasting's solution](#)

508.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2018-11-21 · last AC: 2018-11-21 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[foreverlasting's solution](#)

509.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[foreverlasting's solution](#)

510.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: data structures, probabilities

[foreverlasting's solution](#)

511.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[foreverlasting's solution](#)

512.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: binary search, graphs

[foreverlasting's solution](#)

513.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[foreverlasting's solution](#)

514.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[foreverlasting's solution](#)

515.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[foreverlasting's solution](#)

516.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[foreverlasting's solution](#)

517.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-01-21 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[foreverlasting's solution](#)

518.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[foreverlasting's solution](#)

519.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[foreverlasting's solution](#)

520.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[foreverlasting's solution](#)

521.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[foreverlasting's solution](#)

522.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[foreverlasting's solution](#)

523.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[foreverlasting's solution](#)

524.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[foreverlasting's solution](#)

525.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[foreverlasting's solution](#)

526.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[foreverlasting's solution](#)

527.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[foreverlasting's solution](#)

528.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[foreverlasting's solution](#)

529.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[foreverlasting's solution](#)

530.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy
[foreverlasting's solution](#)

531.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[foreverlasting's solution](#)

532.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[foreverlasting's solution](#)

533.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[foreverlasting's solution](#)

534.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[foreverlasting's solution](#)

535.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: dp

[foreverlasting's solution](#)

536.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[foreverlasting's solution](#)

537.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

538.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

539.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[foreverlasting's solution](#)

540.

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp, geometry

[foreverlasting's solution](#)

541.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[foreverlasting's solution](#)

542.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[foreverlasting's solution](#)

543.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[foreverlasting's solution](#)

544.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[foreverlasting's solution](#)

545.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: dp, graphs

[foreverlasting's solution](#)

546.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: dp, number theory

[foreverlasting's solution](#)

547.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[foreverlasting's solution](#)

548.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[foreverlasting's solution](#)

549.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[foreverlasting's solution](#)

550.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

551.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[foreverlasting's solution](#)

552.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2023-04-24 · last AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[foreverlasting's solution](#)

553.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[foreverlasting's solution](#)

554.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[foreverlasting's solution](#)

555.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: strings
[foreverlasting's solution](#)

556.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

557.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees
[foreverlasting's solution](#)

558.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[foreverlasting's solution](#)

559.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[foreverlasting's solution](#)

560.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[foreverlasting's solution](#)

561.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[foreverlasting's solution](#)

562.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[foreverlasting's solution](#)

563.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[foreverlasting's solution](#)

564.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[foreverlasting's solution](#)

565.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[foreverlasting's solution](#)

566.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[foreverlasting's solution](#)

567.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[foreverlasting's solution](#)

568.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[foreverlasting's solution](#)

569.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[foreverlasting's solution](#)

570.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[foreverlasting's solution](#)

571.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[foreverlasting's solution](#)

572.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[foreverlasting's solution](#)

573.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-02-22 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[foreverlasting's solution](#)

574.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[foreverlasting's solution](#)

575.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms
[foreverlasting's solution](#)

576.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[foreverlasting's solution](#)

577.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: data structures, probabilities
[foreverlasting's solution](#)

578.

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities
[foreverlasting's solution](#)

579.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[foreverlasting's solution](#)

580.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[foreverlasting's solution](#)

581.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2018-10-17 · last AC: 2018-10-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[foreverlasting's solution](#)

582.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: math
[foreverlasting's solution](#)

583.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-09-07 · last AC: 2018-09-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[foreverlasting's solution](#)

584.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs
[foreverlasting's solution](#)

585.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[foreverlasting's solution](#)

586.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-01-01 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[foreverlasting's solution](#)

587.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[foreverlasting's solution](#)

588.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[foreverlasting's solution](#)

589.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[foreverlasting's solution](#)

590.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[foreverlasting's solution](#)

591.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[foreverlasting's solution](#)

592.

1510I

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593.

1510J

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594.

549E

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595.

576D

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Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dp, matrices

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596.

1214F

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597.

924E

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Quality: 569 global accepts · Rating: 2700 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: dp, greedy
[foreverlasting's solution](#)

598.

956E

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Rating: 2700 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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599.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, dp, trees
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600.

938F

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601.

500F

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Quality: 829 global accepts · Rating: 2700 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: divide and conquer, dp
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602.

1103C

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Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
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603.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: probabilities, shortest paths
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604.

903G

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605.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees
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606.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities
[foreverlasting's solution](#)

607.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: dp, greedy
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608.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2018-07-30 · last AC: 2018-07-31 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings
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609.

1746F

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Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-17 · last AC: 2024-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
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610.

2003F

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Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
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611.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math
[foreverlasting's solution](#)

612.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, trees
[foreverlasting's solution](#)

613.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
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614.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees
[foreverlasting's solution](#)

615.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[foreverlasting's solution](#)

616.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[foreverlasting's solution](#)

617.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[foreverlasting's solution](#)

618.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[foreverlasting's solution](#)

619.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[foreverlasting's solution](#)

620.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[foreverlasting's solution](#)

621.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: math

[foreverlasting's solution](#)

622.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[foreverlasting's solution](#)

623.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[foreverlasting's solution](#)

624.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[foreverlasting's solution](#)

625.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[foreverlasting's solution](#)

626.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[foreverlasting's solution](#)

627.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[foreverlasting's solution](#)

628.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[foreverlasting's solution](#)

629.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: games, math

[foreverlasting's solution](#)

630.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

631.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2019-11-08 · last AC: 2024-12-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[foreverlasting's solution](#)

632.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[foreverlasting's solution](#)

633.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[foreverlasting's solution](#)

634.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

635.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[foreverlasting's solution](#)

636.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[foreverlasting's solution](#)

637.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[foreverlasting's solution](#)

638.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[foreverlasting's solution](#)

639.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[foreverlasting's solution](#)

640.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[foreverlasting's solution](#)

641.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[foreverlasting's solution](#)

642.

1510C

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

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[foreverlasting's solution](#)

643.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[foreverlasting's solution](#)

644.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: dp, trees

[foreverlasting's solution](#)

645.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, trees

[foreverlasting's solution](#)

646.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[foreverlasting's solution](#)

647.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[foreverlasting's solution](#)

648.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[foreverlasting's solution](#)

649.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: combinatorics, dp
[foreverlasting's solution](#)

650.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
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651.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: strings
[foreverlasting's solution](#)

652.

809D

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Quality: 1,029 global accepts · Rating: 2900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: data structures, dp
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653.

19E

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Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu
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654.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory
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655.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
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656.

1844G

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Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[foreverlasting's solution](#)

657.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices
[foreverlasting's solution](#)

658.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[foreverlasting's solution](#)

659.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[foreverlasting's solution](#)

660.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[foreverlasting's solution](#)

661.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[foreverlasting's solution](#)

662.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: dp, sortings

[foreverlasting's solution](#)

663.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[foreverlasting's solution](#)

664.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[foreverlasting's solution](#)

665.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[foreverlasting's solution](#)

666.

947E

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

Rating: 3100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, matrices

[foreverlasting's solution](#)

667.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[foreverlasting's solution](#)

668.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[foreverlasting's solution](#)

669.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[foreverlasting's solution](#)

670.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[foreverlasting's solution](#)

671.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[foreverlasting's solution](#)

672.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[foreverlasting's solution](#)

673.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: math
[foreverlasting's solution](#)

674.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: binary search, greedy
[foreverlasting's solution](#)

675.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: data structures
[foreverlasting's solution](#)

676.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: data structures
[foreverlasting's solution](#)

677.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: fft, math, matrices
[foreverlasting's solution](#)

678.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[foreverlasting's solution](#)

679.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[foreverlasting's solution](#)

680.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[foreverlasting's solution](#)

681.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2018-09-13 · last AC: 2018-09-13 · GNU C++11 (first AC) · Tags: data structures, dsu

[foreverlasting's solution](#)

682.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[foreverlasting's solution](#)

683.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[foreverlasting's solution](#)

684.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: flows

[foreverlasting's solution](#)

685.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[foreverlasting's solution](#)

686.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[foreverlasting's solution](#)

687.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[foreverlasting's solution](#)

688.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: math, probabilities

[foreverlasting's solution](#)

689.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[foreverlasting's solution](#)

690.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: dp

[foreverlasting's solution](#)

691.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[foreverlasting's solution](#)

692.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[foreverlasting's solution](#)

693.

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2019-03-20 · last AC: 2019-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[foreverlasting's solution](#)

694.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-01-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[foreverlasting's solution](#)

695.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-11-16 · last AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[foreverlasting's solution](#)

696.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[foreverlasting's solution](#)

697.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[foreverlasting's solution](#)

698.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, sortings

[foreverlasting's solution](#)

699.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[foreverlasting's solution](#)

700.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures

[foreverlasting's solution](#)

701.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: data structures
[foreverlasting's solution](#)

702.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-06-11 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures
[foreverlasting's solution](#)

703.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, trees
[foreverlasting's solution](#)

704.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2018-11-15 · last AC: 2018-11-16 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[foreverlasting's solution](#)

705.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2018-08-10 · last AC: 2018-08-11 · GNU C++ (first AC) · Tags: binary search, data structures
[foreverlasting's solution](#)

706.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math
[foreverlasting's solution](#)

707.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-10-05 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[foreverlasting's solution](#)

708.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[foreverlasting's solution](#)

709.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[foreverlasting's solution](#)

710.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-02-20 · last AC: 2019-02-20 · GNU C++11 (first AC) · Tags: fft, math, number theory
[foreverlasting's solution](#)

711.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[foreverlasting's solution](#)

712.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[foreverlasting's solution](#)

713.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-28 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[foreverlasting's solution](#)

714.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[foreverlasting's solution](#)

715.

106380B

[Be knocked off](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

716.

106380M

[Many CF Rounds vs Capoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

717.

106380E

[Entering the unknown](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

718.

106380L

[Leak](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

719.

106380J

[Just reseal!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

720.

106380D

[Do you play Balance?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

721.

106380I

[I take from the richer](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[foreverlasting's solution](#)

722.

106380C

[Colorful logo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

723.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

724.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

725.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

726.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

727.

105949E

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

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

728.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

729.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

730.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

731.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

732.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

733.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

734.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

735.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

736.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

737.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · last AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

738.

102192H

[K-Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[foreverlasting's solution](#)

739.

104821A

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

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

740.

102878H

[Treasure Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

741.

102878K

[Number Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

742.

102878C

[Simple AniPop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

743.

102878J

[Teacher Long and Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

744.

102878M

[Camouflage](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

745.

102878L

[Long Long Wanna Buy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

746.

102878E

[Eigen Substring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

747.

102878D

[Life Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

748.

102878B

[Residue Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

749.

102878I

[Nobody Knows Better Than Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

750.

102878G

[Nim plus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

751.

102878A

[IQ difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

752.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

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

753.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

754.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

755.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

756.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

757.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

758.

102220E

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

759.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

760.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

761.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

762.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

763.

104427F

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

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

764.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

765.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

766.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

767.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

768.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

769.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

770.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

771.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

772.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

773.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

774.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

775.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

776.

104385G

[Copy and Paste](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

777.

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

778.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

779.

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

780.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

781.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

782.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

783.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

784.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

785.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

786.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

787.

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

788.

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

789.

104363D

[Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

790.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

791.

104363J

[XOR String](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

792.

104363C

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

793.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

794.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

795.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

796.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

797.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

798.

104337H

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

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

799.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

800.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

801.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

802.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

803.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

804.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

805.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

806.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

807.

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839.

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841.

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104160D

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104160C

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104147B

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104147A

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864.

103688L

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103688J

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103688C

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894.

104025C

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895.

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907.

104059F

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926.

104076K

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Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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927.

104077D

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Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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928.

104077B

[Cells Coloring](#) · [Tutorial](#)

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929.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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930.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

931.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

932.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

933.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

934.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

935.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

936.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

937.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

938.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

939.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

940.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

941.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

942.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

943.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

944.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

945.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

946.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

947.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

948.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

949.

104064G

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

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

950.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

951.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

952.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

953.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

954.

103973A

[Monster Killer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

955.

103973M

[Walk Alone's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

956.

103973L

[Phigros](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

957.

103973C

[Roll the Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

958.

103973E

[Merging Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

959.

103973H

[Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

960.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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961.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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962.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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963.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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964.

104013F

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Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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965.

104013C

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Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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966.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

967.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

968.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

969.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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970.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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971.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

972.

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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973.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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974.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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975.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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976.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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977.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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978.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

979.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

980.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

981.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · PyPy 3 (first AC) · Tags: —
[foreverlasting's solution](#)

982.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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983.

104021N

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

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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984.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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985.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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986.

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

987.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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988.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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989.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

990.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

991.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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992.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

993.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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994.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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995.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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996.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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997.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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998.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

999.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1000.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1001.

104059D

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

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1002.

104059J

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

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1003.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1004.

104059C

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

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1005.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1006.

104059A

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Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1007.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1008.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1009.

103957J

[Dome and Steles](#) · [Tutorial](#)

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[foreverlasting's solution](#)

1010.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1011.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1012.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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1013.

103957L

[Multiplication Table](#) · [Tutorial](#)

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[foreverlasting's solution](#)

1014.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1015.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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1016.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1017.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1018.

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1019.

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1020.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1021.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1022.

103964C

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Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1023.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

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1024.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1025.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1026.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1027.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1028.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1029.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1030.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1031.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1032.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1033.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1034.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1035.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1036.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1037.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1038.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1039.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1040.

104017F

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1041.

104017A

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Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1042.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1043.

104008J

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

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1044.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1045.

104008L

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

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1046.

104008C

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

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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1047.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1048.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1049.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1050.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1051.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1052.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1053.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1054.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1055.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1056.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1057.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1058.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1059.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1060.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1061.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1062.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1063.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1064.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1065.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1066.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1067.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1068.

103941K

[Y Tu Que Pasa](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1069.

103941H

[eEtt4q](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1070.

103941G

[Mocha Nuts](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1071.

103941F

[-AIONKTC](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1072.

103941E

[Serval v. Dosa](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1073.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1074.

103941A

[Mocha Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1075.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1076.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1077.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1078.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1079.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1080.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1081.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1082.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1083.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1084.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1085.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1086.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1087.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1088.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1089.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1090.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1091.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1092.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1093.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1094.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1095.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1096.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1097.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1098.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1099.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1100.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1101.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · last AC: 2022-09-24 · PyPy 3 (first AC) · Tags: —
[foreverlasting's solution](#)

1102.

101190C

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

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1103.

103914I

[Equivalence in Connectivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1104.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1105.

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1106.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1107.

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1108.

103328F

[Prime Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1109.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1110.

102896G

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1111.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1112.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1113.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1114.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1115.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1116.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1117.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1118.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1119.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1120.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1121.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1122.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1123.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1124.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1125.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1126.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1127.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1128.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1129.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1130.

103743F

[Pockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1131.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1132.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1133.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1134.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1135.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1136.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1137.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1138.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1139.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1140.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1141.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1142.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1143.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1144.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1145.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1146.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1147.

103729I

[Latitude Compressor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1148.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1149.

103729G

[Brick](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1150.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1151.

103729C

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

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1152.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1153.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1154.

103729J

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1155.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1156.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1157.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1158.

103729B

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1159.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1160.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1161.

103366D

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

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1162.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1163.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1164.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · Python 3 (first AC) · Tags: —
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1165.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1166.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1167.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

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1168.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1169.

103366K

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Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1170.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1171.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1172.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1173.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1174.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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1175.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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1176.

103443D

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

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1177.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1178.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1179.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1180.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1181.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1182.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1183.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1184.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1185.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1186.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1187.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1188.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1189.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1190.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1191.

103486J

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1192.

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1193.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1194.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1195.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1196.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1197.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1198.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1199.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1200.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1201.

103486B

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

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1202.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1203.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1204.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1205.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1206.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1207.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1208.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1209.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1210.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1211.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1212.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1213.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1214.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1215.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1216.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1217.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1218.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1219.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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1220.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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1221.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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1222.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1223.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1224.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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1225.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1226.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1227.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1228.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1229.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1230.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1231.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1232.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1233.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1234.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1235.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1236.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1237.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1238.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1239.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1240.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1241.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1242.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1243.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1244.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1245.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1246.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1247.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1248.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1249.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1250.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1251.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1252.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1253.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1254.

103447B

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

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1255.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1256.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1257.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1258.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1259.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1260.

103495C

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

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1261.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1262.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1263.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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1264.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1265.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1266.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1267.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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1268.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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1269.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

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[foreverlasting's solution](#)

1270.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1271.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1272.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1273.

101471A

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

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1274.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1275.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[foreverlasting's solution](#)

1276.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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1277.

103470H

[Crystalfly](#) · [Tutorial](#)

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1278.

103470J

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1279.

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1280.

103470M

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1281.

103470A

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1282.

103261C

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1283.

103261L

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1284.

103261H

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1285.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

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1286.

103261G

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1287.

103261F

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1288.

102956K

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1289.

102331C

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1290.

103446J

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1291.

103446B

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1292.

103446K

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1293.

103446M

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1294.

103446H

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1295.

103446I

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1296.

103446G

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1297.

103446E

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1298.

103446D

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1299.

103329J

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1300.

103329H

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1301.

103329G

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1302.

103329D

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1303.

103329C

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1304.

103329B

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1305.

103329A

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1306.

103102F

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1307.

103069G

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1308.

103069B

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1309.

103069L

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1310.

103069F

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1311.

103371A

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1312.

103371C

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1313.

103371H

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1314.

103371J

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1315.

103389B

[e;Toria](#)

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1316.

103389F

[Wonders](#)Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)**1317.**

103389C

[Puzzle](#)Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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103389E

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103389I

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103389A

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103389D

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103389G

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[foreverlasting's solution](#)**1323.**

103389K

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103102A

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103102D

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103102L

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1327.

103102I

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1328.

103102M

[Mistake](#) · [Tutorial](#)

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1329.

103102E

[Divisible by 3](#) · [Tutorial](#)

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1330.

103102B

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1331.

102780I

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

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1332.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · Python 3 (first AC) · Tags: —
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1333.

102780C

[Emoticons](#) · [Tutorial](#)

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1334.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1335.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1336.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1337.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

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1338.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1339.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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1340.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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1341.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1342.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · last AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1343.

103119C

[Club Assignment](#) · [Tutorial](#)

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1344.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1345.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1346.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1347.

103119L

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

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1348.

103192D

[IO Error](#) · [Tutorial](#)

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1349.

102920F

[Ink Mix](#) · [Tutorial](#)

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1350.

102920I

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1351.

102920A

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1352.

102920L

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1353.

102920H

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1354.

102920E

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1355.

102920G

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1356.

102920J

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1357.

102920C

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1358.

102920B

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[foreverlasting's solution](#)

1359.

103260A

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

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1360.

103260G

[Remove the Prime](#) · [Tutorial](#)

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1361.

103260I

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1362.

103260C

[Multiple?](#) · [Tutorial](#)

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1363.

103260J

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1364.

103260M

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1365.

102992D

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1366.

102992M

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1367.

102992H

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1368.

102992F

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1369.

102992E

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1370.

102992L

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1371.

102992K

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1372.

103202C

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1373.

103202K

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1374.

103202M

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1375.

103202H

[The Boomsday Project](#) · [Tutorial](#)

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[foreverlasting's solution](#)

1376.

103202D

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1377.

103202I

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1378.

103202F

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1379.

103202G

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1380.

103192L

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[foreverlasting's solution](#)

1381.

103192H

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Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1382.

103192G

[Tutorial](#)

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[foreverlasting's solution](#)

1383.

103192B

[Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1384.

103192E

[Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1385.

103192A

[Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1386.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1387.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1388.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1389.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

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1390.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1391.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1392.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1393.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1394.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1395.

102832D

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

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1396.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1397.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1398.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1399.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1400.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1401.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2020-03-01 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1402.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1403.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1404.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1405.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1406.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —
[foreverlasting's solution](#)

1407.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1408.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1409.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1410.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1411.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-11-07 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[foreverlasting's solution](#)

1412.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-11-07 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math
[foreverlasting's solution](#)

1413.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-11-06 · last AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[foreverlasting's solution](#)

1414.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-11-06 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data

structures, dfs and similar, divide and conquer, trees

[foreverlasting's solution](#)

1415.

102055F

[Cones](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1416.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1417.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1418.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1419.

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1420.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1421.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1422.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1423.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · last AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1424.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1425.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1426.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1427.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1428.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1429.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1430.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: —

[foreverlasting's solution](#)

1431.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1432.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1433.

102394D

[Driverless Car](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1434.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1435.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1436.

102056H

[Saintly ... Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1437.

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1438.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1439.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1440.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1441.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1442.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1443.

102394I

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1444.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1445.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1446.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1447.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1448.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1449.

102056A

[Exotic ... Ancient City](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1450.

101237H

[Cyclic String](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1451.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1452.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1453.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1454.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1455.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1456.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1457.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1458.

101237I

[Circle Clique](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1459.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · last AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1460.

101237E

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

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1461.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1462.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1463.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1464.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1465.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1466.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1467.

100962B

[Black Sabbath](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1468.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1469.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1470.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1471.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1472.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1473.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1474.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1475.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1476.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1477.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1478.

101741B

[Expected Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · Kotlin 1.4 (first AC) · Tags: —
[foreverlasting's solution](#)

1479.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1480.

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1481.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1482.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1483.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1484.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1485.

101741J

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

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1486.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1487.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1488.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1489.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1490.

102156G

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1491.

102156E

[Permutasino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1492.

102156F

[Planar Max Cut](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1493.

102156B

[Unfair Card Deck](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1494.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1495.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1496.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1497.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1498.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1499.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1500.

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1501.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1502.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1503.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1504.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1505.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1506.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1507.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1508.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1509.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1510.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1511.

100959G

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1512.

100959M

[Team Competition](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1513.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[foreverlasting's solution](#)

1514.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1515.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[foreverlasting's solution](#)

1516.

100959K

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