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Unique solved — gubeiqg

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

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

Filters: none

Count: 1,007

1.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,277 global accepts · Rating: 800 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: strings
[gubeiqg's solution](#)

2.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gubeiqg's solution](#)

3.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gubeiqg's solution](#)

4.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,342 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[gubeiqg's solution](#)

5.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[gubeiqg's solution](#)

6.

1767B

[Block Towers](#) · [Tutorial](#)

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

7.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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

8.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[gubeiqg's solution](#)

9.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[gubeiqg's solution](#)

10.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[gubeiqg's solution](#)

11.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[gubeiqg's solution](#)

12.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,686 global accepts · Rating: 800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: greedy, math
[gubeiqg's solution](#)

13.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gubeiqg's solution](#)

14.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: math
[gubeiqg's solution](#)

15.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: math
[gubeiqg's solution](#)

16.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation
[gubeiqg's solution](#)

17.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[gubeiqg's solution](#)

18.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[gubeiqg's solution](#)

19.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)

20.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[gubeiqg's solution](#)

- 21.**
1186A
[Vus the Cossack and a Contest](#) · [Tutorial](#)
Quality: 42,455 global accepts · Rating: 800 · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)
- 22.**
802G1
[Fake News \(easy\)](#) · [Tutorial](#)
Quality: 8,140 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gubeiqg's solution](#)
- 23.**
1173A
[Nauuo and Votes](#) · [Tutorial](#)
Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gubeiqg's solution](#)
- 24.**
294A
[Shaass and Oskols](#) · [Tutorial](#)
Quality: 28,390 global accepts · Rating: 800 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: implementation, math
[gubeiqg's solution](#)
- 25.**
104A
[Blackjack](#) · [Tutorial](#)
Quality: 17,155 global accepts · Rating: 800 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)
- 26.**
447A
[DZY Loves Hash](#) · [Tutorial](#)
Quality: 10,283 global accepts · Rating: 800 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)
- 27.**
1092B
[Teams Forming](#) · [Tutorial](#)
Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[gubeiqg's solution](#)
- 28.**
551A
[GukiZ and Contest](#) · [Tutorial](#)
Quality: 17,859 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[gubeiqg's solution](#)
- 29.**
1118A
[Water Buying](#) · [Tutorial](#)
Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: math
[gubeiqg's solution](#)
- 30.**
1099A
[Snowball](#) · [Tutorial](#)
Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: implementation
[gubeiqg's solution](#)
- 31.**
78A
[Haiku](#) · [Tutorial](#)
Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: implementation, strings
[gubeiqg's solution](#)

32.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

[gubeiqg's solution](#)

33.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[gubeiqg's solution](#)

34.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: math

[gubeiqg's solution](#)

35.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[gubeiqg's solution](#)

36.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[gubeiqg's solution](#)

37.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,159 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[gubeiqg's solution](#)

38.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gubeiqg's solution](#)

39.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[gubeiqg's solution](#)

40.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,386 global accepts · Rating: 900 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: brute force, math

[gubeiqg's solution](#)

41.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[gubeiqg's solution](#)

42.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: math, number theory

[gubeiqg's solution](#)

43.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)

44.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)

45.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-29 · GNU C++11 (first AC) · Tags: implementation, math
[gubeiqg's solution](#)

46.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[gubeiqg's solution](#)

47.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: implementation, math
[gubeiqg's solution](#)

48.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[gubeiqg's solution](#)

49.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[gubeiqg's solution](#)

50.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[gubeiqg's solution](#)

51.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gubeiqg's solution](#)

52.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gubeiqg's solution](#)

53.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[gubeiqg's solution](#)

54.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: geometry, math
[gubeiqg's solution](#)

55.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation
[gubeiqg's solution](#)

56.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: implementation
[gubeiqg's solution](#)

57.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[gubeiqg's solution](#)

58.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[gubeiqg's solution](#)

59.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gubeiqg's solution](#)

60.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[gubeiqg's solution](#)

61.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gubeiqg's solution](#)

62.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: sortings
[gubeiqg's solution](#)

63.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: implementation, math
[gubeiqg's solution](#)

64.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[gubeiqg's solution](#)

65.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[gubeigg's solution](#)

66.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[gubeigg's solution](#)

67.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[gubeigg's solution](#)

68.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[gubeigg's solution](#)

69.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[gubeigg's solution](#)

70.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: implementation
[gubeigg's solution](#)

71.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2025-02-14 · GNU C++11 (first AC) · Tags: dp, greedy
[gubeigg's solution](#)

72.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[gubeigg's solution](#)

73.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[gubeigg's solution](#)

74.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[gubeigg's solution](#)

75.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gubeigg's solution](#)

76.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[gubeigg's solution](#)

77.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gubeigg's solution](#)

78.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gubeigg's solution](#)

79.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,950 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[gubeigg's solution](#)

80.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[gubeigg's solution](#)

81.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[gubeigg's solution](#)

82.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[gubeigg's solution](#)

83.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[gubeigg's solution](#)

84.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[gubeigg's solution](#)

85.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[gubeigg's solution](#)

86.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[gubeiqg's solution](#)

87.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: data structures, implementation
[gubeiqg's solution](#)

88.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: dp, strings
[gubeiqg's solution](#)

89.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[gubeiqg's solution](#)

90.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[gubeiqg's solution](#)

91.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[gubeiqg's solution](#)

92.

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[gubeiqg's solution](#)

93.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gubeiqg's solution](#)

94.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-18 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[gubeiqg's solution](#)

95.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings
[gubeiqg's solution](#)

96.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[gubeiqg's solution](#)

97.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[gubeiqg's solution](#)

98.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: math
[gubeiqg's solution](#)

99.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[gubeiqg's solution](#)

100.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[gubeiqg's solution](#)

101.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gubeiqg's solution](#)

102.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[gubeiqg's solution](#)

103.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gubeiqg's solution](#)

104.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[gubeiqg's solution](#)

105.

1866B

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Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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106.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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107.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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108.

42A

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Quality: 3,173 global accepts · Rating: 1400 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: greedy, implementation
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109.

515C

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110.

1228B

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111.

1200C

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112.

1183D

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113.

1102B

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114.

602B

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115.

1097C

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116.

1091C

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117.

1542B

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118.

1876B

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sortings

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119.

1575J

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120.

1765N

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1765K

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122.

1767D

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1711C

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124.

50B

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125.

742B

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1196C

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127.

1178D

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128.

1180B

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129.

274A

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130.

1139C

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131.

1166C

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132.

1169B

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133.

771B

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134.

2A

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135.

1167D

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136.

1158A

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137.

172C

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138.

425A

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139.

724B

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140.

121B

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141.

1101C

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142.

1101E

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143.

768B

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Quality: 6,973 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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144.

1468K

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[gubeiqg's solution](#)

145.

1775C

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146.

913C

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147.

1175B

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148.

1165E

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149.

1175C

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150.

1151D

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151.

1031C

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152.

446A

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153.

500C

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154.

731C

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155.

525C

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156.

1098A

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691B

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383A

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70B

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735D

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1468D

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1320B

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1260C

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169.

1228C

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170.

1141E

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171.

1148C

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172.

1194D

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173.

1168A

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174.

590A

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175.

1044A

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176.

1042C

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177.

219D

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178.

1153C

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179.

1157E

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180.

1118E

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181.

1118C

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182.

160C

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183.

1023D

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184.

290C

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185.

1114C

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186.

1111C

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[gubeigg's solution](#)

187.

29C

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188.

656B

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189.

303B

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190.

409D

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[gubeigg's solution](#)

191.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: *special

[gubeigg's solution](#)

192.

1091D

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Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[gubeigg's solution](#)

193.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[gubeigg's solution](#)

194.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

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195.

1575D

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196.

1758D

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[gubeigg's solution](#)

197.

1802D

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Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[gubeigg's solution](#)

198.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

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199.

1734D

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200.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[gubeigg's solution](#)

201.

148D

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[gubeigg's solution](#)

202.

543A

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[gubeigg's solution](#)

203.

888E

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Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

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204.

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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205.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: games

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206.

409E

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Quality: 618 global accepts · Rating: 1800 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: *special

[gubeigg's solution](#)

207.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[gubeigg's solution](#)

208.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gubeigg's solution](#)

209.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[gubeigg's solution](#)

210.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[gubeigg's solution](#)

211.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[gubeigg's solution](#)

212.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[gubeigg's solution](#)

213.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[gubeiqg's solution](#)

214.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

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215.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2019-05-26 · last AC: 2019-05-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[gubeiqg's solution](#)

216.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[gubeiqg's solution](#)

217.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: binary search, sortings

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218.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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219.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: geometry, number theory

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220.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[gubeiqg's solution](#)

221.

1154E

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Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[gubeiqg's solution](#)

222.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 1800 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: data structures, strings

[gubeiqg's solution](#)

223.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[gubeiqg's solution](#)

224.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[gubeiqg's solution](#)

225.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-03-19 · last AC: 2019-03-19 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[gubeiqg's solution](#)

226.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[gubeiqg's solution](#)

227.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[gubeiqg's solution](#)

228.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[gubeiqg's solution](#)

229.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gubeiqg's solution](#)

230.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[gubeiqg's solution](#)

231.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[gubeiqg's solution](#)

232.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gubeiqg's solution](#)

233.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[gubeiqg's solution](#)

234.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[gubeigg's solution](#)

235.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[gubeigg's solution](#)

236.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[gubeigg's solution](#)

237.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[gubeigg's solution](#)

238.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[gubeigg's solution](#)

239.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: dp

[gubeigg's solution](#)

240.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

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241.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[gubeigg's solution](#)

242.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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243.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[gubeigg's solution](#)

244.

1147B

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Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-08-07 · last AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[gubeiqg's solution](#)

245.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, math

[gubeiqg's solution](#)

246.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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247.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

[gubeiqg's solution](#)

248.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,099 global accepts · Rating: 1900 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[gubeiqg's solution](#)

249.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[gubeiqg's solution](#)

250.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[gubeiqg's solution](#)

251.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[gubeiqg's solution](#)

252.

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[gubeiqg's solution](#)

253.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: brute force, two pointers

[gubeiqg's solution](#)

254.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[gubeiqg's solution](#)

255.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-05-31 · last AC: 2019-05-31 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[gubeiqg's solution](#)

256.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[gubeiqg's solution](#)

257.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[gubeiqg's solution](#)

258.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[gubeiqg's solution](#)

259.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: geometry, implementation

[gubeiqg's solution](#)

260.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[gubeiqg's solution](#)

261.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gubeiqg's solution](#)

262.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[gubeiqg's solution](#)

263.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[gubeiqg's solution](#)

264.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

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265.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[gubeiqg's solution](#)

266.

9D

[How many trees? · Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[gubeiqg's solution](#)

267.

25C

[Roads in Berland · Tutorial](#)

Quality: 8,072 global accepts · Rating: 1900 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[gubeiqg's solution](#)

268.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: dsu, graphs, trees
[gubeiqg's solution](#)

269.

448C

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Quality: 10,791 global accepts · Rating: 1900 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy
[gubeiqg's solution](#)

270.

656A

[Da Vinci Powers · Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: *special
[gubeiqg's solution](#)

271.

1881G

[Anya and the Mysterious String · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[gubeiqg's solution](#)

272.

27E

[Number With The Given Amount Of Divisors · Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[gubeiqg's solution](#)

273.

1200E

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Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[gubeiqg's solution](#)

274.

50C

[Happy Farm 5 · Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2020-10-31 · last AC: 2020-10-31 · GNU C++11 (first AC) · Tags: geometry
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275.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp
[gubeiqg's solution](#)

276.

264C

[Choosing Balls · Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp

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277.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: math, number theory

[gubeiqg's solution](#)

278.

797E

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[gubeiqg's solution](#)

279.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[gubeiqg's solution](#)

280.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures

[gubeiqg's solution](#)

281.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[gubeiqg's solution](#)

282.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2019-09-27 · last AC: 2019-09-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[gubeiqg's solution](#)

283.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: games

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284.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[gubeiqg's solution](#)

285.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[gubeiqg's solution](#)

286.

514C

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Quality: 8,156 global accepts · Rating: 2000 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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287.

101C

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Quality: 822 global accepts · Rating: 2000 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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288.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[gubeiqg's solution](#)

289.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[gubeiqg's solution](#)

290.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: dfs and similar

[gubeiqg's solution](#)

291.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[gubeiqg's solution](#)

292.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[gubeiqg's solution](#)

293.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[gubeiqg's solution](#)

294.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[gubeiqg's solution](#)

295.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[gubeiqg's solution](#)

296.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[gubeiqg's solution](#)

297.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: dp

[gubeiqg's solution](#)

298.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2019-03-24 · GNU C++11 (first AC) · Tags: games

[gubeigg's solution](#)

299.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[gubeigg's solution](#)

300.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: binary search, interactive

[gubeigg's solution](#)

301.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[gubeigg's solution](#)

302.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: geometry

[gubeigg's solution](#)

303.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[gubeigg's solution](#)

304.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[gubeigg's solution](#)

305.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[gubeigg's solution](#)

306.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[gubeigg's solution](#)

307.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[gubeigg's solution](#)

308.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[gubeiqg's solution](#)

309.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gubeiqg's solution](#)

310.

1767C

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

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

311.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[gubeiqg's solution](#)

312.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[gubeiqg's solution](#)

313.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
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314.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
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315.

215E

[Periodical Numbers](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2100 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
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316.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[gubeiqg's solution](#)

317.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
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318.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp, greedy, trees

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319.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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320.

1120C

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Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[gubeigg's solution](#)

321.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[gubeigg's solution](#)

322.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[gubeigg's solution](#)

323.

1C

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Quality: 6,481 global accepts · Rating: 2100 · first AC: 2019-05-23 · last AC: 2019-05-23 · GNU C++11 (first AC) · Tags: geometry, math

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324.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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325.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[gubeigg's solution](#)

326.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

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327.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[gubeigg's solution](#)

328.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[gubeigg's solution](#)

329.

1032E

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Quality: 1,865 global accepts · Rating: 2100 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dp, math

[gubeigg's solution](#)

330.

1029E

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Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[gubeigg's solution](#)

331.

1027E

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Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[gubeigg's solution](#)

332.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[gubeigg's solution](#)

333.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[gubeigg's solution](#)

334.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[gubeigg's solution](#)

335.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[gubeigg's solution](#)

336.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: dp, sortings

[gubeigg's solution](#)

337.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[gubeigg's solution](#)

338.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[gubeigg's solution](#)

339.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: *special

[gubeiqg's solution](#)

340.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[gubeiqg's solution](#)

341.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[gubeiqg's solution](#)

342.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[gubeiqg's solution](#)

343.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[gubeiqg's solution](#)

344.

1575H

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Quality: 768 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[gubeiqg's solution](#)

345.

1575K

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Quality: 798 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gubeiqg's solution](#)

346.

1765H

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Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[gubeiqg's solution](#)

347.

1854B

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Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[gubeiqg's solution](#)

348.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-06-02 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[gubeiqg's solution](#)

349.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[gubeiqg's solution](#)

350.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[gubeiqg's solution](#)

351.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[gubeiqg's solution](#)

352.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-07 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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353.

86D

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Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[gubeiqg's solution](#)

354.

617E

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Quality: 10,612 global accepts · Rating: 2200 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: data structures

[gubeiqg's solution](#)

355.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: data structures, geometry, sortings

[gubeiqg's solution](#)

356.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[gubeiqg's solution](#)

357.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[gubeiqg's solution](#)

358.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[gubeiqg's solution](#)

359.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[gubeiqg's solution](#)

360.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[gubeiqg's solution](#)

361.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings

[gubeiqg's solution](#)

362.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: dp

[gubeiqg's solution](#)

363.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[gubeiqg's solution](#)

364.

1154G

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Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[gubeiqg's solution](#)

365.

839D

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Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[gubeiqg's solution](#)

366.

570D

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Quality: 9,041 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[gubeiqg's solution](#)

367.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2019-04-09 · last AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[gubeiqg's solution](#)

368.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: number theory

[gubeiqg's solution](#)

369.

27D

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Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[gubeiqg's solution](#)

370.

25E

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Quality: 3,158 global accepts · Rating: 2200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: hashing, strings

[gubeiqg's solution](#)

371.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures
[gubeiqg's solution](#)

372.

11D

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Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs
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373.

280C

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Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-03-19 · last AC: 2019-03-19 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees
[gubeiqg's solution](#)

374.

813E

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Quality: 3,114 global accepts · Rating: 2200 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[gubeiqg's solution](#)

375.

70C

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Quality: 632 global accepts · Rating: 2200 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
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376.

1468M

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377.

1575I

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Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
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378.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers
[gubeiqg's solution](#)

379.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
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380.

600E

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Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
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381.

652E

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Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[gubeiqg's solution](#)

382.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
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383.

515E

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Quality: 2,434 global accepts · Rating: 2300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: data structures
[gubeiqg's solution](#)

384.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[gubeiqg's solution](#)

385.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2020-10-31 · last AC: 2020-10-31 · GNU C++11 (first AC) · Tags: math
[gubeiqg's solution](#)

386.

42D

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Quality: 485 global accepts · Rating: 2300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gubeiqg's solution](#)

387.

1380E

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Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees
[gubeiqg's solution](#)

388.

438D

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Quality: 11,596 global accepts · Rating: 2300 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, math
[gubeiqg's solution](#)

389.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[gubeiqg's solution](#)

390.

1200F

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Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · last AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[gubeiqg's solution](#)

391.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[gubeiqg's solution](#)

392.

585D

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Quality: 2,038 global accepts · Rating: 2300 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[gubeiqg's solution](#)

393.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[gubeiqg's solution](#)

394.

660E

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Quality: 1,957 global accepts · Rating: 2300 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[gubeiqg's solution](#)

395.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[gubeiqg's solution](#)

396.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[gubeiqg's solution](#)

397.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-05-31 · last AC: 2019-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

[gubeiqg's solution](#)

398.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[gubeiqg's solution](#)

399.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[gubeiqg's solution](#)

400.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[gubeiqg's solution](#)

401.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: binary search

[gubeiqg's solution](#)

402.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[gubeigg's solution](#)

403.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[gubeigg's solution](#)

404.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[gubeigg's solution](#)

405.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[gubeigg's solution](#)

406.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[gubeigg's solution](#)

407.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[gubeigg's solution](#)

408.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[gubeigg's solution](#)

409.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices
[gubeigg's solution](#)

410.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: strings
[gubeigg's solution](#)

411.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[gubeigg's solution](#)

412.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[gubeigg's solution](#)

413.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[gubeigg's solution](#)

414.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[gubeigg's solution](#)

415.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-29 · last AC: 2019-05-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[gubeigg's solution](#)

416.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2019-05-14 · last AC: 2019-05-14 · GNU C++11 (first AC) · Tags: binary search, dp
[gubeigg's solution](#)

417.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[gubeigg's solution](#)

418.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[gubeigg's solution](#)

419.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[gubeigg's solution](#)

420.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[gubeigg's solution](#)

421.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory
[gubeigg's solution](#)

422.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[gubeiqg's solution](#)

423.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: dp
[gubeiqg's solution](#)

424.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[gubeiqg's solution](#)

425.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms
[gubeiqg's solution](#)

426.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[gubeiqg's solution](#)

427.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: number theory
[gubeiqg's solution](#)

428.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: data structures
[gubeiqg's solution](#)

429.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[gubeiqg's solution](#)

430.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[gubeiqg's solution](#)

431.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[gubeiqg's solution](#)

432.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph

matchings, graphs, implementation

[gubeigg's solution](#)

433.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[gubeigg's solution](#)

434.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[gubeigg's solution](#)

435.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[gubeigg's solution](#)

436.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[gubeigg's solution](#)

437.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[gubeigg's solution](#)

438.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: data structures

[gubeigg's solution](#)

439.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[gubeigg's solution](#)

440.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp

[gubeigg's solution](#)

441.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[gubeigg's solution](#)

442.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gubeigg's solution](#)

443.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[gubeiqg's solution](#)

444.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[gubeiqg's solution](#)

445.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[gubeiqg's solution](#)

446.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees
[gubeiqg's solution](#)

447.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[gubeiqg's solution](#)

448.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy
[gubeiqg's solution](#)

449.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: matrices, strings
[gubeiqg's solution](#)

450.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[gubeiqg's solution](#)

451.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[gubeiqg's solution](#)

452.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: brute force, geometry
[gubeiqg's solution](#)

453.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[gubeiqg's solution](#)

454.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[gubeiqg's solution](#)

455.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[gubeiqg's solution](#)

456.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[gubeiqg's solution](#)

457.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2019-03-24 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[gubeiqg's solution](#)

458.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[gubeiqg's solution](#)

459.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[gubeiqg's solution](#)

460.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[gubeiqg's solution](#)

461.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[gubeiqg's solution](#)

462.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[gubeiqg's solution](#)

463.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[gubeiqg's solution](#)

464.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[gubeiqg's solution](#)

465.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[gubeiqg's solution](#)

466.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[gubeiqg's solution](#)

467.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[gubeiqg's solution](#)

468.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[gubeiqg's solution](#)

469.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[gubeiqg's solution](#)

470.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gubeiqg's solution](#)

471.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: data structures, dsu

[gubeiqg's solution](#)

472.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures, geometry

[gubeiqg's solution](#)

473.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[gubeiqg's solution](#)

474.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[gubeiqg's solution](#)

475.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees
[gubeiqg's solution](#)

476.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: dp, math
[gubeiqg's solution](#)

477.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: greedy
[gubeiqg's solution](#)

478.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[gubeiqg's solution](#)

479.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[gubeiqg's solution](#)

480.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[gubeiqg's solution](#)

481.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[gubeiqg's solution](#)

482.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: data structures
[gubeiqg's solution](#)

483.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[gubeiqg's solution](#)

484.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-03-19 · last AC: 2019-03-19 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation
[gubeiqg's solution](#)

485.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[gubeiqg's solution](#)

486.

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[gubeiqg's solution](#)

487.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[gubeiqg's solution](#)

488.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: strings
[gubeiqg's solution](#)

489.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dp, greedy
[gubeiqg's solution](#)

490.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[gubeiqg's solution](#)

491.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[gubeiqg's solution](#)

492.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-08-01 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[gubeiqg's solution](#)

493.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, greedy
[gubeiqg's solution](#)

494.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[gubeiqg's solution](#)

495.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gubeiqg's solution](#)

496.

573E

[Bear and Bowling](#) · Tutorial

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[gubeigg's solution](#)

497.

878E

[Numbers on the blackboard](#) · Tutorial

Quality: 737 global accepts · Rating: 3300 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: combinatorics, dp
[gubeigg's solution](#)

498.

106440L

[PPIIGG](#) · Tutorial

Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

499.

106440G

[fufu ~ NpRl](#)

Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

500.

106440H

[k\(N\)S@](#)

Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

501.

106440C

[mTovaQC}](#)

Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeigg's solution](#)

502.

106440F

[wTgXTl](#)

Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

503.

106440M

[Goyb Nax](#)

Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

504.

106440B

[Qa8](#) Serial

Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeigg's solution](#)

505.

106225G

[Git Gud](#) · Tutorial

Rating: — · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

506.

106225C

[Chamber of Secrets 2](#) · Tutorial

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeigg's solution](#)

507.

106225B

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

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

508.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

509.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

510.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

511.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

512.

106225D

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

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

513.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

514.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

515.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[gubeiqg's solution](#)

516.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

517.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

518.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

519.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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520.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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521.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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522.

105992I

[wTutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

523.

105992K

[yTKNlK](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

524.

105992M

[TIOOie h8](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

525.

105992D

[TtoSzal](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

526.

105992G

[wTutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

527.

105992H

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Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

528.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

529.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

530.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

531.

105423J

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

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

532.

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

533.

105423E

[Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

534.

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

535.

105423I

[Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

536.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

537.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

538.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

539.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

540.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

541.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

542.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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543.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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544.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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545.

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

546.

104611D

[Container Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

547.

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

548.

104611K

[kōnōja](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

549.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

550.

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

551.

104611F

[\[•w•N•f\]](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

552.

104611A

[•Aut•A•3](#)

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[gubeigg's solution](#)

553.

105229K

[e•Q•brial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

554.

105229G

[CEan•E•^](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

555.

105229F

[••T•f•al](#)

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[gubeigg's solution](#)

556.

105229M

[N•Q•b•Y](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

557.

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[gubeigg's solution](#)

558.

105229L

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[gubeigg's solution](#)

559.

105229J

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Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

560.

105229E

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Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeigg's solution](#)

561.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[gubeigg's solution](#)

562.

104821L

[Elevator](#) · [Tutorial](#)

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[gubeiqg's solution](#)

563.

104821A

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

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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564.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[gubeiqg's solution](#)

565.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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566.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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567.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[gubeiqg's solution](#)

568.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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569.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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570.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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571.

104777B

[Two Characters, Two Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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572.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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573.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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574.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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575.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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576.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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577.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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578.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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579.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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580.

104777C

[Broken Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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581.

104777K

[Financial Discipline](#) · [Tutorial](#)

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582.

104777H

[Fancy Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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583.

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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584.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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585.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

586.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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587.

104777J

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

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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588.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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589.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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590.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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591.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

592.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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593.

104787B

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

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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594.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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595.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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596.

104787D

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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597.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[gubeiqg's solution](#)

598.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

599.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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600.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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601.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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602.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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603.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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604.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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605.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

606.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

607.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

608.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

609.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

610.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

611.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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612.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

613.

103409E

[Buy and Delete](#) · [Tutorial](#)

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614.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[gubeiqg's solution](#)

615.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[gubeiqg's solution](#)

616.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

617.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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618.

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

619.

103415E

[Mathlab](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · Python 3 (first AC) · Tags: —
[gubeiqg's solution](#)

620.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

621.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[gubeiqg's solution](#)

622.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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623.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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624.

104725B

[~Equilibrium](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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625.

104566F

[Chaleur](#) · [Tutorial](#)

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626.

104566J

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627.

104566H

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628.

104566C

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629.

104566K

[XOR Clique](#) · [Tutorial](#)

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630.

104566A

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631.

103389J

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[gubeigg's solution](#)

632.

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[W0Vp6!•\)](#)

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633.

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636.

104081F

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102920L

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638.

102920I

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103098H

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103469F

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649.

103469H

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651.

103469A

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103469M

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653.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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654.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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655.

104020J

[Jagged Skyline](#) · [Tutorial](#)

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656.

104020C

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104020K

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664.

104334C

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104587K

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104334E

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668.

104587A

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104587F

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671.

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104587H

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676.

104466H

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680.

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681.

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682.

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102511G

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102511D

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[Sternhalma](#) · [Tutorial](#)

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701.

104023I

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702.

104023J

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703.

104023C

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704.

104466F

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705.

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706.

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707.

104466B

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712.

104466L

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713.

104466M

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716.

104466E

[Eszett](#) · [Tutorial](#)

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717.

102392E

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718.

102392G

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102392J

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721.

102392I

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722.

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Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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724.

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102028I

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102028A

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103640G

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103640L

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730.

103640M

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731.

103640H

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732.

103640I

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733.

103640J

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734.

103640F

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735.

103640K

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736.

104345M

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737.

104345D

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738.

104345H

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739.

104345J

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740.

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741.

104427E

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742.

104427F

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743.

104427B

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744.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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745.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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746.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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747.

104053J

[Math Exam](#) · [Tutorial](#)

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748.

104053I

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749.

104053K

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750.

104053M

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751.

104053C

[Customs Controls 2](#) · [Tutorial](#)

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752.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[gubeiqg's solution](#)

753.

104053H

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Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[gubeiqg's solution](#)

754.

104053L

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755.

104065L

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756.

104065J

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757.

104065E

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758.

104065A

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759.

104065M

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104065C

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761.

104065H

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762.

104065G

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763.

104012I

[IQ Game](#) · [Tutorial](#)

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764.

104012F

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765.

104012M

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768.

104012L

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104012C

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104012N

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Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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104012A

[Absolutely Flat](#) · [Tutorial](#)

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772.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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773.

104337E

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774.

104337J

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775.

104337C

[Darkness I](#) · [Tutorial](#)

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776.

104337H

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104337K

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104337M

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779.

104337F

[Inverse Manacher](#) · [Tutorial](#)

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780.

104077L

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781.

104077B

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782.

104077E

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783.

104077G

[Perfect Word](#) · [Tutorial](#)

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784.

104077F

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785.

104077C

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786.

104077J

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787.

104252F

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788.

104252K

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789.

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104252C

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794.

104252E

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795.

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104090G

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799.

104090A

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800.

104090C

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Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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801.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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802.

104090D

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803.

104114B

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804.

104114C

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Rating: — · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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805.

104114I

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806.

104114E

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807.

104114G

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808.

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811.

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103729J

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814.

103729C

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815.

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816.

103729F

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817.

103729A

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818.

103729K

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819.

103729B

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104017C

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821.

104017L

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822.

104017I

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104017D

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104017J

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826.

104017B

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827.

104017F

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828.

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829.

104013L

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831.

104013E

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832.

104013C

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833.

104013D

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834.

104013M

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835.

104013N

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836.

104013I

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837.

104013B

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838.

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839.

104270G

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840.

104270I

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841.

104270D

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842.

104270F

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843.

104270L

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104270J

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846.

104270C

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848.

104064L

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849.

104064D

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850.

104064H

[Heating Up](#) · [Tutorial](#)

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851.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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852.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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853.

104064A

[Access Denied](#) · [Tutorial](#)

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854.

104064K

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855.

104172F

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Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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856.

104172L

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857.

104172A

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858.

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859.

104172H

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860.

102900I

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861.

102900L

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102900H

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863.

102900C

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864.

102900D

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865.

102900M

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866.

102900B

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101955E

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104197C

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871.

104197B

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103687M

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914.

103389D

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915.

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916.

103389K

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917.

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918.

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925.

103960N

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926.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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927.

103960H

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Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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928.

103960J

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929.

103960D

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103960F

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931.

103960E

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935.

103470J

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936.

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103470M

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938.

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103202D

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103202F

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943.

103202G

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945.

103037F

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946.

103037G

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947.

103037E

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948.

103428M

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949.

103428D

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953.

103427F

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954.

103427E

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955.

102985K

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956.

102985H

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957.

102985C

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961.

102428K

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962.

102428L

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963.

102428I

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964.

102428E

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965.

102428M

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966.

103931M

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967.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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968.

103931E

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Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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969.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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970.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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971.

103941I

[Oshwiciwq v. U5hna!](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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972.

103941F

[-ETONKTC](#)

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973.

103941G

[Mocha N Tyeifd](#)

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974.

103941E

[Serval v. DóSa](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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975.

103941A

[Mocha N Tyeifd](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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976.

102566C

[Emojis](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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977.

102566A

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Rating: — · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
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979.

102566H

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980.

102566F

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981.

103486G

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982.

103486C

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983.

103486H

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984.

103486K

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985.

103486B

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

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986.

103486L

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