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Unique solved — hld67890

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

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

Filters: none

Count: 738

- 1.**
2167A
[Square?](#) · [Tutorial](#)
Quality: 58,495 global accepts · Rating: 800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[hld67890's solution](#)
- 2.**
1909A
[Distinct Buttons](#) · [Tutorial](#)
Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hld67890's solution](#)
- 3.**
1864A
[Increasing and Decreasing](#) · [Tutorial](#)
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hld67890's solution](#)
- 4.**
1750B
[Maximum Substring](#) · [Tutorial](#)
Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[hld67890's solution](#)
- 5.**
1750A
[Indirect Sort](#) · [Tutorial](#)
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[hld67890's solution](#)
- 6.**
1542A
[Odd Set](#) · [Tutorial](#)
Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math
[hld67890's solution](#)
- 7.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[hld67890's solution](#)
- 8.**
1455A
[Strange Functions](#) · [Tutorial](#)
Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[hld67890's solution](#)
- 9.**
1305A
[Kuroki and the Gifts](#) · [Tutorial](#)
Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
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10.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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11.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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12.

1148A

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[hld67890's solution](#)

13.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math
[hld67890's solution](#)

14.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[hld67890's solution](#)

15.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

16.

988A

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Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: brute force, implementation
[hld67890's solution](#)

17.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math
[hld67890's solution](#)

18.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: games, math
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19.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: implementation, math, number theory
[hld67890's solution](#)

20.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-30 · GNU C++ (first AC) · Tags: implementation, math
[hld67890's solution](#)

21.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation

[hld67890's solution](#)

22.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[hld67890's solution](#)

23.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, math

[hld67890's solution](#)

24.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math

[hld67890's solution](#)

25.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[hld67890's solution](#)

26.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[hld67890's solution](#)

27.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,684 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[hld67890's solution](#)

28.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[hld67890's solution](#)

29.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation

[hld67890's solution](#)

30.

664A

[Complicated GCD](#) · [Tutorial](#)

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[hld67890's solution](#)

31.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: math

[hld67890's solution](#)

32.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[hld67890's solution](#)

33.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation, math

[hld67890's solution](#)

34.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[hld67890's solution](#)

35.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[hld67890's solution](#)

36.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[hld67890's solution](#)

37.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings

[hld67890's solution](#)

38.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[hld67890's solution](#)

39.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[hld67890's solution](#)

40.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: implementation, math

[hld67890's solution](#)

41.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation, strings

[hld67890's solution](#)

42.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings

[hld67890's solution](#)

43.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

44.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: sortings
[hld67890's solution](#)

45.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

46.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[hld67890's solution](#)

47.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: brute force, math
[hld67890's solution](#)

48.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: math
[hld67890's solution](#)

49.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: implementation, math
[hld67890's solution](#)

50.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[hld67890's solution](#)

51.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[hld67890's solution](#)

52.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2017-02-13 · GNU C++ (first AC) · Tags: implementation, math
[hld67890's solution](#)

53.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

54.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy
[hld67890's solution](#)

55.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

56.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

57.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[hld67890's solution](#)

58.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math
[hld67890's solution](#)

59.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

60.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: math
[hld67890's solution](#)

61.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

62.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[hld67890's solution](#)

63.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[hld67890's solution](#)

64.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hld67890's solution](#)

65.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[hld67890's solution](#)

66.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: sortings, strings
[hld67890's solution](#)

67.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy
[hld67890's solution](#)

68.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

69.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: greedy, implementation, strings
[hld67890's solution](#)

70.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

71.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[hld67890's solution](#)

72.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: geometry, math
[hld67890's solution](#)

73.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, sortings
[hld67890's solution](#)

74.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: greedy, implementation, math
[hld67890's solution](#)

75.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,714 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings
[hld67890's solution](#)

76.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths
[hld67890's solution](#)

77.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[hld67890's solution](#)

78.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation
[hld67890's solution](#)

79.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[hld67890's solution](#)

80.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hld67890's solution](#)

81.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[hld67890's solution](#)

82.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[hld67890's solution](#)

83.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[hld67890's solution](#)

84.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy
[hld67890's solution](#)

85.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[hld67890's solution](#)

86.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: greedy

[hld67890's solution](#)

87.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[hld67890's solution](#)

88.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation, math

[hld67890's solution](#)

89.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: greedy, sortings

[hld67890's solution](#)

90.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: implementation, math, number theory

[hld67890's solution](#)

91.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[hld67890's solution](#)

92.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: math

[hld67890's solution](#)

93.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[hld67890's solution](#)

94.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[hld67890's solution](#)

95.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[hld67890's solution](#)

96.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation
[hld67890's solution](#)

97.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: —
[hld67890's solution](#)

98.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
[hld67890's solution](#)

99.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[hld67890's solution](#)

100.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[hld67890's solution](#)

101.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[hld67890's solution](#)

102.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[hld67890's solution](#)

103.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[hld67890's solution](#)

104.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[hld67890's solution](#)

105.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: binary search, flows, greedy, sortings
[hld67890's solution](#)

106.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force, implementation
[hld67890's solution](#)

107.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: brute force, math
[hld67890's solution](#)

108.

750B

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1456A

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124.

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125.

1303B

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1131B

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1103A

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128.

988C

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129.

804B

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130.

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131.

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757B

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133.

719B

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134.

713A

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135.

698A

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136.

689A

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137.

680C

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138.

677B

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632B

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140.

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514B

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143.

1439A1

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144.

1264A

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145.

1208B

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146.

1178D

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147.

1119C

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148.

1081C

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1081B

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150.

1012A

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817B

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154.

812C

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155.

746D

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156.

744A

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743C

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158.

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160.

696A

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687A

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677C

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676B

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165.

673C

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166.

659D

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167.

620C

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168.

577C

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Rating: 1500 · first AC: 2015-10-09 · GNU C++ (first AC) · Tags: implementation, number theory

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169.

557B

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170.

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1455D

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172.

1407C

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1025B

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181.

1025C

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1017C

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183.

407B

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184.

835C

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185.

832B

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186.

822C

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187.

818B

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188.

817C

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189.

781A

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190.

763A

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191.

750C

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192.

746C

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193.

723C

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194.

715A

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[hld67890's solution](#)

195.

704A

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[hld67890's solution](#)

196.

689B

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[hld67890's solution](#)

197.

673D

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Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[hld67890's solution](#)

198.

659E

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Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[hld67890's solution](#)

199.

617C

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Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: implementation
[hld67890's solution](#)

200.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: greedy, math, number theory
[hld67890's solution](#)

201.

1868B1

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Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
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202.

1864D

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Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math

[hld67890's solution](#)

203.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings

[hld67890's solution](#)

204.

1153C

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Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: greedy, strings

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205.

1129A1

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Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-03-18 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[hld67890's solution](#)

206.

1131F

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Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[hld67890's solution](#)

207.

1023D

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[hld67890's solution](#)

208.

1019A

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[hld67890's solution](#)

209.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2018-07-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[hld67890's solution](#)

210.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[hld67890's solution](#)

211.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-14 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, strings

[hld67890's solution](#)

212.

818D

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Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-30 · GNU C++ (first AC) · Tags: data structures, implementation

[hld67890's solution](#)

213.

815A

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Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[hld67890's solution](#)

214.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[hld67890's solution](#)

215.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: *special

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216.

778A

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217.

765D

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Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math

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218.

747E

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219.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

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220.

719C

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221.

691D

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Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, math

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222.

698B

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Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

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223.

696B

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Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

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224.

689C

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225.

685A

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Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-26 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math
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226.

625A

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Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation, math
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227.

617D

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228.

586D

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229.

1750D

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230.

103433D

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231.

1517D

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[hld67890's solution](#)

232.

1442B

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233.

1442A

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234.

1394A

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235.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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236.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · MS C++ 2017 (first AC) · Tags: games
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237.

1148D

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238.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: binary search, sortings
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239.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: brute force, greedy
[hld67890's solution](#)

240.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings
[hld67890's solution](#)

241.

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[hld67890's solution](#)

242.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, flows, math
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243.

1016C

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244.

827B

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245.

822D

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[hld67890's solution](#)

246.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: brute force, math

[hld67890's solution](#)

247.

778B

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248.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, math

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249.

747D

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Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings

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250.

743D

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Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

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251.

724C

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252.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

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253.

667C

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Rating: 1800 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: dp, strings

[hld67890's solution](#)

254.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[hld67890's solution](#)

255.

586C

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Rating: 1800 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[hld67890's solution](#)

256.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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257.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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258.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hld67890's solution](#)

259.

1354D

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Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

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260.

1305D

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261.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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262.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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263.

1208D

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264.

1205B

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Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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265.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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266.

1153D

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Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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267.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: brute force, dp, fft, greedy, ternary search
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268.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
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269.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: dp
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270.

1077F1

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Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: dp
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271.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, data structures
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272.

1012C

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273.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
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274.

835D

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Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: brute force, dp, hashing, strings
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275.

832D

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Quality: 4,484 global accepts · Rating: 1900 · first AC: 2017-07-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
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276.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-30 · GNU C++ (first AC) · Tags: binary search, data structures, number theory, two pointers
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277.

819B

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278.

817D

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Quality: 6,290 global accepts · Rating: 1900 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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279.

781B

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280.

757C

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281.

750D

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282.

744B

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283.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: data structures, greedy, strings

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284.

691E

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285.

687C

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286.

103433K

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287.

103433I

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Rating: 2000 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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288.

103433L

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Rating: 2000 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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289.

1456B

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290.

1354C2

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291.

1129B

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292.

1131D

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293.

1103B

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294.

1019B

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295.

818C

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Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-30 · GNU C++ (first AC) · Tags: brute force, implementation

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296.

817E

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Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[hld67890's solution](#)

297.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, games

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298.

776D

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Quality: 6,220 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[hld67890's solution](#)

299.

696C

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Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[hld67890's solution](#)

300.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[hld67890's solution](#)

301.

659F

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Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

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302.

572D

[Minimization](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-08-23 · GNU C++ (first AC) · Tags: dp, sortings

[hld67890's solution](#)

303.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-02-18 · last AC: 2015-02-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[hld67890's solution](#)

304.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[hld67890's solution](#)

305.

1868B2

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

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

[hld67890's solution](#)

306.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[hld67890's solution](#)

307.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[hld67890's solution](#)

308.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[hld67890's solution](#)

309.

1077F2

[Pictures with Kittens \(hard version\) · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: data structures, dp
[hld67890's solution](#)

310.

1025D

[Recovering BST · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: brute force, dp, math, number theory, trees
[hld67890's solution](#)

311.

1023E

[Down or Right · Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, matrices
[hld67890's solution](#)

312.

990E

[Post Lamps · Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: brute force, greedy
[hld67890's solution](#)

313.

827C

[DNA Evolution · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: data structures, strings
[hld67890's solution](#)

314.

818F

[Level Generation · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-06-30 · GNU C++ (first AC) · Tags: binary search, math, ternary search
[hld67890's solution](#)

315.

821E

[Okabe and El Psy Kongroo · Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: dp, matrices
[hld67890's solution](#)

316.

776E

[The Holmes Children · Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: math, number theory
[hld67890's solution](#)

317.

763B

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Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[hld67890's solution](#)

318.

762C

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Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers
[hld67890's solution](#)

319.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees
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320.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-13 · GNU C++ (first AC) · Tags: binary search, data structures
[hld67890's solution](#)

321.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees
[hld67890's solution](#)

322.

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-08-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math
[hld67890's solution](#)

323.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[hld67890's solution](#)

324.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[hld67890's solution](#)

325.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings
[hld67890's solution](#)

326.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs
[hld67890's solution](#)

327.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[hld67890's solution](#)

328.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[hld67890's solution](#)

329.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[hld67890's solution](#)

330.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[hld67890's solution](#)

331.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: binary search, brute force, interactive
[hld67890's solution](#)

332.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[hld67890's solution](#)

333.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[hld67890's solution](#)

334.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: binary search, data structures
[hld67890's solution](#)

335.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[hld67890's solution](#)

336.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: bitmasks, dp
[hld67890's solution](#)

337.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp
[hld67890's solution](#)

338.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, interactive
[hld67890's solution](#)

339.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[hld67890's solution](#)

340.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: binary search, dp, greedy
[hld67890's solution](#)

341.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[hld67890's solution](#)

342.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: data structures
[hld67890's solution](#)

343.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[hld67890's solution](#)

344.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[hld67890's solution](#)

345.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

346.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[hld67890's solution](#)

347.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-23 · MS C++ 2017 (first AC) · Tags: math, matrices, number theory, two pointers
[hld67890's solution](#)

348.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[hld67890's solution](#)

349.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[hld67890's solution](#)

350.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: binary search, data structures, trees
[hld67890's solution](#)

351.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: games, trees

[hld67890's solution](#)

352.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[hld67890's solution](#)

353.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-26 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[hld67890's solution](#)

354.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-10-16 · last AC: 2016-10-16 · GNU C++ (first AC) · Tags: data structures, math, matrices

[hld67890's solution](#)

355.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2015-03-14 · last AC: 2015-03-14 · GNU C++ (first AC) · Tags: data structures, math

[hld67890's solution](#)

356.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[hld67890's solution](#)

357.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[hld67890's solution](#)

358.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[hld67890's solution](#)

359.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

360.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[hld67890's solution](#)

361.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[hld67890's solution](#)

362.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[hld67890's solution](#)

363.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[hld67890's solution](#)

364.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[hld67890's solution](#)

365.

1166F

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

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-20 · MS C++ 2017 (first AC) · Tags: data structures, dsu, graphs, hashing

[hld67890's solution](#)

366.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[hld67890's solution](#)

367.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-18 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[hld67890's solution](#)

368.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, number theory

[hld67890's solution](#)

369.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · last AC: 2019-01-31 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[hld67890's solution](#)

370.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: geometry, hashing, strings

[hld67890's solution](#)

371.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: binary search, geometry

[hld67890's solution](#)

372.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, interactive

[hld67890's solution](#)

373.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures

[hld67890's solution](#)

374.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, dp, trees

[hld67890's solution](#)

375.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[hld67890's solution](#)

376.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[hld67890's solution](#)

377.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: math

[hld67890's solution](#)

378.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[hld67890's solution](#)

379.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[hld67890's solution](#)

380.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[hld67890's solution](#)

381.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[hld67890's solution](#)

382.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[hld67890's solution](#)

383.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-23 · MS C++ 2017 (first AC) · Tags: dp
[hld67890's solution](#)

384.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[hld67890's solution](#)

385.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-17 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation
[hld67890's solution](#)

386.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees
[hld67890's solution](#)

387.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: data structures, dsu, graphs
[hld67890's solution](#)

388.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2017-05-24 · GNU C++ (first AC) · Tags: math, number theory
[hld67890's solution](#)

389.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[hld67890's solution](#)

390.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, number theory
[hld67890's solution](#)

391.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-31 · last AC: 2016-07-31 · GNU C++ (first AC) · Tags: data structures, dp, matrices, strings
[hld67890's solution](#)

392.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2016-01-20 · last AC: 2016-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[hld67890's solution](#)

393.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

394.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[hld67890's solution](#)

395.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[hld67890's solution](#)

396.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[hld67890's solution](#)

397.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[hld67890's solution](#)

398.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[hld67890's solution](#)

399.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hld67890's solution](#)

400.

1153F

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

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, probabilities

[hld67890's solution](#)

401.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[hld67890's solution](#)

402.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[hld67890's solution](#)

403.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: flows, graphs
[hld67890's solution](#)

404.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[hld67890's solution](#)

405.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: dp, flows
[hld67890's solution](#)

406.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: graphs, shortest paths
[hld67890's solution](#)

407.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-15 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing
[hld67890's solution](#)

408.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[hld67890's solution](#)

409.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[hld67890's solution](#)

410.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[hld67890's solution](#)

411.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-04 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms
[hld67890's solution](#)

412.

1137E

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

Quality: 602 global accepts · Rating: 2700 · first AC: 2019-03-17 · MS C++ 2017 (first AC) · Tags: data structures, greedy
[hld67890's solution](#)

413.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers
[hld67890's solution](#)

414.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[hld67890's solution](#)

415.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hld67890's solution](#)

416.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: fft, math, strings

[hld67890's solution](#)

417.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2016-01-19 · GNU C++ (first AC) · Tags: brute force, geometry

[hld67890's solution](#)

418.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hld67890's solution](#)

419.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hld67890's solution](#)

420.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[hld67890's solution](#)

421.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hld67890's solution](#)

422.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: data structures

[hld67890's solution](#)

423.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: dp, graph matchings, math, trees

[hld67890's solution](#)

424.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[hld67890's solution](#)

425.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: binary search, combinatorics, data structures, geometry

[hld67890's solution](#)

426.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2017-04-19 · GNU C++ (first AC) · Tags: brute force, dp, two pointers

[hld67890's solution](#)

427.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: data structures, flows, graphs, implementation

[hld67890's solution](#)

428.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[hld67890's solution](#)

429.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[hld67890's solution](#)

430.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: data structures, dp

[hld67890's solution](#)

431.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, trees

[hld67890's solution](#)

432.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: number theory

[hld67890's solution](#)

433.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, implementation

[hld67890's solution](#)

434.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[hld67890's solution](#)

435.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hld67890's solution](#)

436.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[hld67890's solution](#)

437.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: data structures, dsu, trees

[hld67890's solution](#)

438.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[hld67890's solution](#)

439.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[hld67890's solution](#)

440.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-03-29 · MS C++ 2017 (first AC) · Tags: binary search, interactive, trees

[hld67890's solution](#)

441.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[hld67890's solution](#)

442.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: data structures

[hld67890's solution](#)

443.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2017-05-26 · last AC: 2017-05-26 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hld67890's solution](#)

444.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: data structures, flows, graphs, trees

[hld67890's solution](#)

445.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[hld67890's solution](#)

446.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-20 · MS C++ 2017 (first AC) · Tags: data structures, trees

[hld67890's solution](#)

447.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, trees

[hld67890's solution](#)

448.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[hld67890's solution](#)

449.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

450.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

451.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

452.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

453.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

454.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

455.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

456.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

457.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

458.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

459.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

460.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

461.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

462.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

463.

103495C

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

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

464.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

465.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

466.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

467.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

468.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

469.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

470.

103081K

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

471.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

472.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

473.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

474.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

475.

103414L

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

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

476.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

477.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

478.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

479.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

480.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

481.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

482.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

483.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

484.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

485.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

486.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

487.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

488.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

489.

102896G

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

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

490.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

491.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

492.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

493.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

494.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

495.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

496.

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · last AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

497.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

498.

102780I

[Andrew and Python](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

499.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · PyPy 3-64 (first AC) · Tags: —

[hld67890's solution](#)

500.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

501.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

502.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

503.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

504.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

505.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

506.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

507.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

508.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

509.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

510.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

511.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

512.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

513.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

514.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

515.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

516.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

517.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

518.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

519.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

520.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[hld67890's solution](#)

521.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

522.

103483F

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

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

523.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

524.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

525.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

526.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

527.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

528.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

529.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

530.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

531.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

532.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

533.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

534.

103443D

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

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

535.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

536.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

537.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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538.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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539.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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540.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

541.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[hld67890's solution](#)

542.

103427L

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

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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543.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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544.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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545.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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546.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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547.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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548.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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549.

103409D

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Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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550.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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551.

103409G

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Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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552.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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553.

103409A

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Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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554.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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555.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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556.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

557.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

558.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

559.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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560.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

561.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

562.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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563.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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564.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

565.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

566.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

567.

103102I

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

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

568.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

569.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

570.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

571.

103371C

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

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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572.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

573.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

574.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

575.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

576.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

577.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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578.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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579.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

580.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

581.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

582.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

583.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

584.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

585.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

586.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

587.

102893G

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

588.

102893I

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

589.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

590.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

591.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

592.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

593.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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594.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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595.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

596.

102566K

[Security Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

597.

102566G

[PokerStars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

598.

102566B

[BLAT](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

599.

102566D

[Government](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

600.

102566H

[Pussycat](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

601.

102566J

[The Sacred Texts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

602.

102566I

[Fast Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

603.

102566E

[KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

604.

102566C

[Emojis](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

605.

102566A

[Beggars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

606.

102566F

[Magic Wand](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

607.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

608.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

609.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

610.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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611.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

612.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

613.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

614.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

615.

102916A

[Absenteeism](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

616.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

617.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

618.

102916N

[Promove Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

619.

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

620.

102875L

[Leave from CPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[hld67890's solution](#)

621.

102875F

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Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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622.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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623.

102875B

[Building Blocks](#) · [Tutorial](#)

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624.

102875A

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Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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625.

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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626.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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627.

102875G

[Grid Coloring](#) · [Tutorial](#)

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628.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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629.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

630.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

631.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

632.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

633.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

634.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

635.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

636.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

637.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

638.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

639.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

640.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

641.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

642.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

643.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

644.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · last AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

645.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[hld67890's solution](#)

646.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

647.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

648.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

649.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

650.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

651.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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652.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

653.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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654.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

655.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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656.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

657.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

658.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · last AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

659.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

660.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

661.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

662.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

663.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

664.

102394I

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

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

665.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

666.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

667.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

668.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

669.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

670.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

671.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

672.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

673.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

674.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

675.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

676.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

677.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

678.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

679.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

680.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

681.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

682.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

683.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

684.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

685.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

686.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

687.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

688.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

689.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

690.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

691.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

692.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

693.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

694.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

695.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

696.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

697.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[hld67890's solution](#)

698.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[hld67890's solution](#)

699.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[hld67890's solution](#)

700.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

701.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

702.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: —
[hld67890's solution](#)

703.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: —
[hld67890's solution](#)

704.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[hld67890's solution](#)

705.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: —
[hld67890's solution](#)

706.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[hld67890's solution](#)

707.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · PyPy 2 (first AC) · Tags: —
[hld67890's solution](#)

708.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[hld67890's solution](#)

709.

102163J

[Bashar and daylight saving time](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · MS C++ 2017 (first AC) · Tags: —

[hld67890's solution](#)

710.

102163G

[Ali and the Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · MS C++ 2017 (first AC) · Tags: —

[hld67890's solution](#)

711.

101652V

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

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

712.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

713.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

714.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

715.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

716.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

717.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

718.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

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719.

101848H

[Loop String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

720.

101848G

[Too Hot, Too Cold](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

721.

101848F

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

722.

101848E

[Balance Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

723.

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

724.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

725.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

726.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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727.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

728.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

729.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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730.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · last AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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731.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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732.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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733.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

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734.

102058I

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Rating: — · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

735.

102058D

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

736.

102058A

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: —

[hld67890's solution](#)

737.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: —

[hld67890's solution](#)

738.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: —

[hld67890's solution](#)