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Unique solved — ilovemymind

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

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Count: 603

- 1.**
2172A
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- 5.**
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- 6.**
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1760A
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1725A
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1715A
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11.

1701A

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12.

1699A

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13.

1684B

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14.

1684A

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15.

1680B

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16.

1680A

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17.

1634A

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18.

1626A

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19.

1516A

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20.

1514A

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21.

1504A

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22.

1498A

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23.

1484A

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24.

1493A

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25.

1492A

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26.

1478A

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27.

1462A

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28.

1462B

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29.

1450A

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30.

1453A

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31.

1457A

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32.

1454B

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33.

1454A

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34.

1428A

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35.

1430B

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36.

1353B

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37.

1409A

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38.

1397A

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39.

1391B

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40.

1391A

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41.

1393A

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42.

1388A

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43.

1382A

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44.

1385B

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45.

1385A

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46.

202A

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47.

1343B

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48.

1328A

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[ilovemymind's solution](#)

49.

1325A

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50.

1312A

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51.

1249A

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52.

110A

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53.

1311A

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54.

1307A

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55.

1304A

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56.

1301A

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57.

1303A

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58.

41A

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59.

46A

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60.

47A

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61.

49A

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62.

32A

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63.

34A

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64.

38A

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65.

1300A

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66.

1296A

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67.

1285A

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68.

16A

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69.

14A

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70.

9A

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71.

4A

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72.

12A

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73.

2140B

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74.

1726A

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75.

1699B

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76.

1494A

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77.

1462C

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78.

1430A

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79.

1427A

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80.

1343A

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81.

1324A

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82.

1272A

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83.

1321A

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84.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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85.

96A

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86.

1291A

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87.

44A

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88.

45A

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89.

48A

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90.

52A

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91.

1296B

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92.

1295A

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93.

6A

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94.

1906A

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95.

1760D

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96.

1725B

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97.

1715B

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98.

1634C

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99.

1450B

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100.

1430C

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101.

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102.

1388B

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103.

579A

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[ilovemymind's solution](#)

104.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ilovemymind's solution](#)

105.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ilovemymind's solution](#)

106.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ilovemymind's solution](#)

107.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[ilovemymind's solution](#)

108.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

109.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

110.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

111.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ilovemymind's solution](#)

112.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

113.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

114.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: strings
[ilovemymind's solution](#)

115.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force
[ilovemymind's solution](#)

116.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation
[ilovemymind's solution](#)

117.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: sortings
[ilovemymind's solution](#)

118.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[ilovemymind's solution](#)

119.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: implementation, math
[ilovemymind's solution](#)

120.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[ilovemymind's solution](#)

121.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[ilovemymind's solution](#)

122.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[ilovemymind's solution](#)

123.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[ilovemymind's solution](#)

124.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ilovemymind's solution](#)

125.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ilovemymind's solution](#)

126.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,424 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[ilovemymind's solution](#)

127.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[ilovemymind's solution](#)

128.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ilovemymind's solution](#)

129.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ilovemymind's solution](#)

130.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ilovemymind's solution](#)

131.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[ilovemymind's solution](#)

132.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ilovemymind's solution](#)

133.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[ilovemymind's solution](#)

134.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[ilovemymind's solution](#)

135.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,516 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[ilovemymind's solution](#)

136.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[ilovemymind's solution](#)

137.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

138.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[ilovemymind's solution](#)

139.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[ilovemymind's solution](#)

140.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: implementation
[ilovemymind's solution](#)

141.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[ilovemymind's solution](#)

142.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ilovemymind's solution](#)

143.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ilovemymind's solution](#)

144.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[ilovemymind's solution](#)

145.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ilovemymind's solution](#)

146.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[ilovemymind's solution](#)

147.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ilovemymind's solution](#)

148.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ilovemymind's solution](#)

149.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[ilovemymind's solution](#)

150.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[ilovemymind's solution](#)

151.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ilovemymind's solution](#)

152.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[ilovemymind's solution](#)

153.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[ilovemymind's solution](#)

154.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ilovemymind's solution](#)

155.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ilovemymind's solution](#)

156.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation, sortings
[ilovemymind's solution](#)

157.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation
[ilovemymind's solution](#)

158.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[ilovemymind's solution](#)

159.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: strings
[ilovemymind's solution](#)

160.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[ilovemymind's solution](#)

161.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ilovemymind's solution](#)

162.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings
[ilovemymind's solution](#)

163.

2172M

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

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[ilovemymind's solution](#)

164.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ilovemymind's solution](#)

165.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[ilovemymind's solution](#)

166.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[ilovemymind's solution](#)

167.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[ilovemymind's solution](#)

168.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[ilovemymind's solution](#)

169.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings
[ilovemymind's solution](#)

170.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
[ilovemymind's solution](#)

171.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation
[ilovemymind's solution](#)

172.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: implementation
[ilovemymind's solution](#)

173.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[ilovemymind's solution](#)

174.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ilovemymind's solution](#)

175.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ilovemymind's solution](#)

176.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ilovemymind's solution](#)

177.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[ilovemymind's solution](#)

178.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ilovemymind's solution](#)

179.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ilovemymind's solution](#)

180.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ilovemymind's solution](#)

181.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[ilovemymind's solution](#)

182.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ilovemymind's solution](#)

183.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ilovemymind's solution](#)

184.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ilovemymind's solution](#)

185.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ilovemymind's solution](#)

186.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

187.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

188.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ilovemymind's solution](#)

189.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ilovemymind's solution](#)

190.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ilovemymind's solution](#)

191.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ilovemymind's solution](#)

192.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ilovemymind's solution](#)

193.

111A

[Petya and Inequiations](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ilovemymind's solution](#)

194.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ilovemymind's solution](#)

195.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ilovemymind's solution](#)

196.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[ilovemymind's solution](#)

197.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force, math
[ilovemymind's solution](#)

198.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ilovemymind's solution](#)

199.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings
[ilovemymind's solution](#)

200.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[ilovemymind's solution](#)

201.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ilovemymind's solution](#)

202.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ilovemymind's solution](#)

203.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ilovemymind's solution](#)

204.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[ilovemymind's solution](#)

205.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[ilovemymind's solution](#)

206.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ilovemymind's solution](#)

207.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ilovemymind's solution](#)

208.

1417C

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

Rating: 1500 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ilovemymind's solution](#)

209.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ilovemymind's solution](#)

210.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ilovemymind's solution](#)

211.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ilovemymind's solution](#)

212.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ilovemymind's solution](#)

213.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ilovemymind's solution](#)

214.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[ilovemymind's solution](#)

215.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[ilovemymind's solution](#)

216.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[ilovemymind's solution](#)

217.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ilovemymind's solution](#)

218.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games
[ilovemymind's solution](#)

219.

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[ilovemymind's solution](#)

220.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

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

221.

1910B

[Security Guard](#) · [Tutorial](#)

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

222.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[ilovemymind's solution](#)

223.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[ilovemymind's solution](#)

224.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[ilovemymind's solution](#)

225.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[ilovemymind's solution](#)

226.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[ilovemymind's solution](#)

227.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[ilovemymind's solution](#)

228.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ilovemymind's solution](#)

229.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ilovemymind's solution](#)

230.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2020-10-02 · last AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ilovemymind's solution](#)

231.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[ilovemymind's solution](#)

232.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ilovemymind's solution](#)

233.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ilovemymind's solution](#)

234.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ilovemymind's solution](#)

235.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[ilovemymind's solution](#)

236.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ilovemymind's solution](#)

237.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ilovemymind's solution](#)

238.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[ilovemymind's solution](#)

239.

1906M

[Triangle Construction](#) · [Tutorial](#)

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ilovemymind's solution](#)

240.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, bitmasks, dp, greedy

[ilovemymind's solution](#)

241.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ilovemymind's solution](#)

242.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ilovemymind's solution](#)

243.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ilovemymind's solution](#)

244.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[ilovemymind's solution](#)

245.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[ilovemymind's solution](#)

246.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ilovemymind's solution](#)

247.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[ilovemymind's solution](#)

248.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[ilovemymind's solution](#)

249.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[ilovemymind's solution](#)

250.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[ilovemymind's solution](#)

251.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ilovemymind's solution](#)

252.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[ilovemymind's solution](#)

253.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[ilovemymind's solution](#)

254.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ilovemymind's solution](#)

255.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[ilovemymind's solution](#)

256.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[ilovemymind's solution](#)

257.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ilovemymind's solution](#)

258.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ilovemymind's solution](#)

259.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ilovemymind's solution](#)

260.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[ilovemymind's solution](#)

261.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ilovemymind's solution](#)

262.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ilovemymind's solution](#)

263.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ilovemymind's solution](#)

264.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ilovemymind's solution](#)

265.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ilovemymind's solution](#)

266.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[ilovemymind's solution](#)

267.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[ilovemymind's solution](#)

268.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data

structures, trees

[ilovemymind's solution](#)

269.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

270.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ilovemymind's solution](#)

271.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[ilovemymind's solution](#)

272.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[ilovemymind's solution](#)

273.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ilovemymind's solution](#)

274.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[ilovemymind's solution](#)

275.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[ilovemymind's solution](#)

276.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

277.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ilovemymind's solution](#)

278.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

279.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[ilovemymind's solution](#)

280.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ilovemymind's solution](#)

281.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[ilovemymind's solution](#)

282.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ilovemymind's solution](#)

283.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[ilovemymind's solution](#)

284.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ilovemymind's solution](#)

285.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ilovemymind's solution](#)

286.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

287.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ilovemymind's solution](#)

288.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ilovemymind's solution](#)

289.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ilovemymind's solution](#)

290.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[ilovemymind's solution](#)

291.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[ilovemymind's solution](#)

292.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[ilovemymind's solution](#)

293.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ilovemymind's solution](#)

294.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[ilovemymind's solution](#)

295.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ilovemymind's solution](#)

296.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ilovemymind's solution](#)

297.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[ilovemymind's solution](#)

298.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ilovemymind's solution](#)

299.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[ilovemymind's solution](#)

300.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ilovemymind's solution](#)

301.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy
[ilovemymind's solution](#)

302.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[ilovemymind's solution](#)

303.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[ilovemymind's solution](#)

304.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu
[ilovemymind's solution](#)

305.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[ilovemymind's solution](#)

306.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[ilovemymind's solution](#)

307.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[ilovemymind's solution](#)

308.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[ilovemymind's solution](#)

309.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ilovemymind's solution](#)

310.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ilovemymind's solution](#)

311.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,877 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ilovemymind's solution](#)

312.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ilovemymind's solution](#)

313.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ilovemymind's solution](#)

314.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[ilovemymind's solution](#)

315.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[ilovemymind's solution](#)

316.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ilovemymind's solution](#)

317.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[ilovemymind's solution](#)

318.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[ilovemymind's solution](#)

319.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[ilovemymind's solution](#)

320.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[ilovemymind's solution](#)

321.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[ilovemymind's solution](#)

322.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2020-08-24 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ilovemymind's solution](#)

323.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[ilovemymind's solution](#)

324.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ilovemymind's solution](#)

325.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[ilovemymind's solution](#)

326.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ilovemymind's solution](#)

327.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ilovemymind's solution](#)

328.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[ilovemymind's solution](#)

329.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ilovemymind's solution](#)

330.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ilovemymind's solution](#)

331.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ilovemymind's solution](#)

332.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

333.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[ilovemymind's solution](#)

334.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ilovemymind's solution](#)

335.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[ilovemymind's solution](#)

336.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[ilovemymind's solution](#)

337.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[ilovemymind's solution](#)

338.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ilovemymind's solution](#)

339.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

340.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ilovemymind's solution](#)

341.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ilovemymind's solution](#)

342.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ilovemymind's solution](#)

343.

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[ilovemymind's solution](#)

344.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ilovemymind's solution](#)

345.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ilovemymind's solution](#)

346.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[ilovemymind's solution](#)

347.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[ilovemymind's solution](#)

348.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ilovemymind's solution](#)

349.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[ilovemymind's solution](#)

350.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[ilovemymind's solution](#)

351.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ilovemymind's solution](#)

352.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[ilovemymind's solution](#)

353.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[ilovemymind's solution](#)

354.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ilovemymind's solution](#)

355.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-01-24 · last AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ilovemymind's solution](#)

356.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[ilovemymind's solution](#)

357.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ilovemymind's solution](#)

358.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ilovemymind's solution](#)

359.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[ilovemymind's solution](#)

360.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ilovemymind's solution](#)

361.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

362.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[ilovemymind's solution](#)

363.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[ilovemymind's solution](#)

364.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

365.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ilovemymind's solution](#)

366.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-10-09 · PyPy 3 (first AC) · Tags: math, number theory

[ilovemymind's solution](#)

367.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ilovemymind's solution](#)

368.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ilovemymind's solution](#)

369.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ilovemymind's solution](#)

370.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ilovemymind's solution](#)

371.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ilovemymind's solution](#)

372.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ilovemymind's solution](#)

373.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ilovemymind's solution](#)

374.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[ilovemymind's solution](#)

375.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ilovemymind's solution](#)

376.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[ilovemymind's solution](#)

377.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

378.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ilovemymind's solution](#)

379.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[ilovemymind's solution](#)

380.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ilovemymind's solution](#)

381.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[ilovemymind's solution](#)

382.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ilovemymind's solution](#)

383.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-28 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[ilovemymind's solution](#)

384.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[ilovemymind's solution](#)

385.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities
[ilovemymind's solution](#)

386.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[ilovemymind's solution](#)

387.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ilovemymind's solution](#)

388.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[ilovemymind's solution](#)

389.

1602E

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

Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ilovemymind's solution](#)

390.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ilovemymind's solution](#)

391.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[ilovemymind's solution](#)

392.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[ilovemymind's solution](#)

393.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

394.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-12-23 · last AC: 2025-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[ilovemymind's solution](#)

395.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[ilovemymind's solution](#)

396.

1866M

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

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ilovemymind's solution](#)

397.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ilovemymind's solution](#)

398.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[ilovemymind's solution](#)

399.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[ilovemymind's solution](#)

400.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ilovemymind's solution](#)

401.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[ilovemymind's solution](#)

402.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[ilovemymind's solution](#)

403.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ilovemymind's solution](#)

404.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[ilovemymind's solution](#)

405.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[ilovemymind's solution](#)

406.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ilovemymind's solution](#)

407.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[ilovemymind's solution](#)

408.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[ilovemymind's solution](#)

409.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ilovemymind's solution](#)

410.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[ilovemymind's solution](#)

411.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[ilovemymind's solution](#)

412.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, probabilities, trees

[ilovemymind's solution](#)

413.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ilovemymind's solution](#)

414.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ilovemymind's solution](#)

415.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[ilovemymind's solution](#)

416.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ilovemymind's solution](#)

417.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ilovemymind's solution](#)

418.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ilovemymind's solution](#)

419.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ilovemymind's solution](#)

420.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ilovemymind's solution](#)

421.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[ilovemymind's solution](#)

422.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[ilovemymind's solution](#)

423.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ilovemymind's solution](#)

424.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

425.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ilovemymind's solution](#)

426.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[ilovemymind's solution](#)

427.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[ilovemymind's solution](#)

428.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

429.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[ilovemymind's solution](#)

430.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ilovemymind's solution](#)

431.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[ilovemymind's solution](#)

432.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

433.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ilovemymind's solution](#)

434.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

435.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, shortest paths

[ilovemymind's solution](#)

436.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[ilovemymind's solution](#)

437.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[ilovemymind's solution](#)

438.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[ilovemymind's solution](#)

439.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[ilovemymind's solution](#)

440.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[ilovemymind's solution](#)

441.

106353B

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

Rating: — · first AC: 2026-02-08 · last AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

442.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · last AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

443.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

444.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

445.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

446.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

447.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

448.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

449.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

450.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

451.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

452.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

453.

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

454.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

455.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

456.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

457.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

458.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

459.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ilovemymind's solution](#)

460.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ilovemymind's solution](#)

461.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

462.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ilovemymind's solution](#)

463.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ilovemymind's solution](#)

464.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

465.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

466.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

467.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

468.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

469.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

470.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

471.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

472.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

473.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

474.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

475.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

476.

105387E

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

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

477.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

478.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

479.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

480.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

481.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

482.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

483.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

484.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

485.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

486.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

487.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

488.

101149D

[Behind the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

489.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

490.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

491.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

492.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

493.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

494.

101149J

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

495.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

496.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ilovemymind's solution](#)

497.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ilovemymind's solution](#)

498.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ilovemymind's solution](#)

499.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ilovemymind's solution](#)

500.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ilovemymind's solution](#)

501.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

502.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ilovemymind's solution](#)

503.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

504.

104848G

[Double Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

505.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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104848A

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511.

104976H

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512.

104976G

[Snake Move](#) · [Tutorial](#)

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513.

104976D

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514.

104976J

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515.

104976M

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516.

105358C

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517.

105358E

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518.

105358G

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Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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519.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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520.

105358I

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Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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521.

105358A

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Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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522.

105358J

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523.

105358F

[Tourist](#) · [Tutorial](#)

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524.

1911E

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525.

1911D

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Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

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526.

1911C

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Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, sortings

[ilovemymind's solution](#)

527.

1911B

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Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[ilovemymind's solution](#)

528.

1911A

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Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

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529.

104118B

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530.

104118E

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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104118L

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104118H

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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536.

104118J

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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537.

104118G

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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538.

104118A

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Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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539.

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540.

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541.

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Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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542.

103446J

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Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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543.

103446I

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Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ilovemymind's solution](#)

544.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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545.

103446D

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546.

103446E

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547.

101177C

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548.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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549.

101177J

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Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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550.

101177E

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551.

101177B

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552.

101177I

[Intuidiff II](#) · [Tutorial](#)

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554.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

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555.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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556.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

557.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[ilovemymind's solution](#)

558.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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559.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

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[ilovemymind's solution](#)

560.

103960D

[Displacing Particles](#) · [Tutorial](#)

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[ilovemymind's solution](#)

561.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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562.

103960E

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563.

103960I

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564.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

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565.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

566.

104713D

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Rating: — · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ilovemymind's solution](#)

567.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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568.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

569.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[ilovemymind's solution](#)

570.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ilovemymind's solution](#)

571.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[ilovemymind's solution](#)

572.

104427G

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

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

573.

104427A

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Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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574.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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575.

102028E

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

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576.

102028I

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Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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577.

102028A

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578.

100554D

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579.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

580.

102001H

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Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

581.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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582.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

583.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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584.

102001A

[Edit Distance](#) · [Tutorial](#)

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[ilovemymind's solution](#)

585.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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586.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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587.

101655H

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Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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588.

101655L

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Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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589.

101655D

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[ilovemymind's solution](#)

590.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

591.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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592.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ilovemymind's solution](#)

593.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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594.

101655F

[Federation Favorites](#) · [Tutorial](#)

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595.

101655G

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Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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596.

103483G

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

Rating: — · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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597.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

598.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

599.

103439C

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

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

600.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

601.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

602.

100589A

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

Rating: — · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)

603.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ilovemymind's solution](#)