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Unique solved — isirazeev

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

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Count: 1,238

1.

2204B

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2.

2204A

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3.

2207A

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4.

2171A

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5.

2164A

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6.

2160A

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7.

2153B

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8.

2153A

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9.

2145A

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10.

2127A

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11.

2125A

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2128A

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13.

2124A

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14.

2119A

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15.

2113A

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16.

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17.

2120A

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18.

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19.

2107A

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20.

2104A

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21.

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22.

2103A

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23.

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24.

2075A

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2082A

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26.

2074B

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27.

2074A

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28.

2069A

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29.

2062A

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30.

2063A

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2055A

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32.

2057A

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33.

2043A

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34.

2051B

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35.

2051A

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2049A

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37.

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2032A

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41.

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42.

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43.

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45.

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47.

2030B

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48.

2030A

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49.

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50.

2022A

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51.

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52.

2021A

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53.

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54.

2019A

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55.

2013A

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56.

2007A

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57.

2003B

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58.

2003A

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59.

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60.

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61.

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62.

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67.

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68.

1969A

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69.

1935A

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70.

1934A

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71.

1929B

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72.

1929A

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73.

1931B

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74.

1931A

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75.

1918A

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76.

1928A

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1916A

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78.

1913A

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1898A

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81.

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82.

1890B

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83.

1890A

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84.

1884A

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85.

1859A

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86.

1855A

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87.

1849A

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88.

1850C

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89.

1850B

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90.

1850A

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91.

1844A

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92.

1847A

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93.

1845A

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94.

1805B

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95.

1805A

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96.

1842A

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97.

1828A

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98.

1823A

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99.

1806A

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100.

1804A

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101.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[isirazeev's solution](#)

102.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[isirazeev's solution](#)

103.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

104.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,042 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[isirazeev's solution](#)

105.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

106.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

107.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[isirazeev's solution](#)

108.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[isirazeev's solution](#)

109.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[isirazeev's solution](#)

110.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[isirazeev's solution](#)

111.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

112.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[isirazeev's solution](#)

113.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[isirazeev's solution](#)

114.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[isirazeev's solution](#)

115.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

116.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[isirazeev's solution](#)

117.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[isirazeev's solution](#)

118.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[isirazeev's solution](#)

119.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

120.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[isirazeev's solution](#)

121.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[isirazeev's solution](#)

122.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

123.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[isirazeev's solution](#)

124.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

125.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[isirazeev's solution](#)

126.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

127.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[isirazeev's solution](#)

128.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[isirazeev's solution](#)

129.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[isirazeev's solution](#)

130.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[isirazeev's solution](#)

131.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[isirazeev's solution](#)

132.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[isirazeev's solution](#)

133.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[isirazeev's solution](#)

134.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[isirazeev's solution](#)

135.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[isirazeev's solution](#)

136.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[isirazeev's solution](#)

137.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[isirazeev's solution](#)

138.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,192 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[isirazeev's solution](#)

139.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[isirazeev's solution](#)

140.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

141.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

142.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[isirazeev's solution](#)

143.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[isirazeev's solution](#)

144.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[isirazeev's solution](#)

145.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[isirazeev's solution](#)

146.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[isirazeev's solution](#)

147.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

148.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

149.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[isirazeev's solution](#)

150.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[isirazeev's solution](#)

151.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[isirazeev's solution](#)

152.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[isirazeev's solution](#)

153.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[isirazeev's solution](#)

154.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[isirazeev's solution](#)

155.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

156.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[isirazeev's solution](#)

157.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

158.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[isirazeev's solution](#)

159.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[isirazeev's solution](#)

160.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[isirazeev's solution](#)

161.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2021-06-30 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[isirazeev's solution](#)

162.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[isirazeev's solution](#)

163.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[isirazeev's solution](#)

164.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[isirazeev's solution](#)

165.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math
[isirazeev's solution](#)

166.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[isirazeev's solution](#)

167.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2022-04-15 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[isirazeev's solution](#)

168.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

169.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[isirazeev's solution](#)

170.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[isirazeev's solution](#)

171.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[isirazeev's solution](#)

172.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[isirazeev's solution](#)

173.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

174.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

175.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[isirazeev's solution](#)

176.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[isirazeev's solution](#)

177.

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[isirazeev's solution](#)

178.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[isirazeev's solution](#)

179.

1650A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[isirazeev's solution](#)

180.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

181.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[isirazeev's solution](#)

182.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[isirazeev's solution](#)

183.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[isirazeev's solution](#)

184.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[isirazeev's solution](#)

185.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isirazeev's solution](#)

186.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

187.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

188.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

189.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[isirazeev's solution](#)

190.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

191.

977A

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

Quality: 217,542 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

192.

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[isirazeev's solution](#)

193.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

194.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-04-13 · last AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[isirazeev's solution](#)

195.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[isirazeev's solution](#)

196.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

197.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[isirazeev's solution](#)

198.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[isirazeev's solution](#)

199.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[isirazeev's solution](#)

200.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

201.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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202.

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305.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

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306.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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307.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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308.

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

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309.

2013B

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Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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310.

2005A

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Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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311.

2007B

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Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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312.

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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313.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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314.

1888A

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Rating: 900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

[isirazeev's solution](#)

315.

1875A

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Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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316.

1855B

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Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[isirazeev's solution](#)

317.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[isirazeev's solution](#)

318.

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

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319.

1828B

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Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

320.

1823B

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321.

1806B

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Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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322.

1794B

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Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[isirazeev's solution](#)

323.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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324.

1758B

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325.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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326.

1726A

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327.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
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328.

1613A

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Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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329.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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330.

1696B

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Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[isirazeev's solution](#)

331.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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332.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[isirazeev's solution](#)

333.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[isirazeev's solution](#)

334.

1675B

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Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

335.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[isirazeev's solution](#)

336.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

337.

1341A

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Quality: 30,431 global accepts · Rating: 900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

338.

1141B

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Quality: 23,081 global accepts · Rating: 900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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339.

1665B

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Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[isirazeev's solution](#)

340.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[isirazeev's solution](#)

341.

977B

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Quality: 49,799 global accepts · Rating: 900 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[isirazeev's solution](#)

342.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[isirazeev's solution](#)

343.

1471A

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Quality: 38,221 global accepts · Rating: 900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[isirazeev's solution](#)

344.

1624B

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Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isirazeev's solution](#)

345.

1617B

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Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[isirazeev's solution](#)

346.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

347.

1609A

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[isirazeev's solution](#)

348.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[isirazeev's solution](#)

349.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

350.

1589C

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Rating: 900 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[isirazeev's solution](#)

351.

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[isirazeev's solution](#)

352.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[isirazeev's solution](#)

353.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[isirazeev's solution](#)

354.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[isirazeev's solution](#)

355.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[isirazeev's solution](#)

356.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[isirazeev's solution](#)

357.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[isirazeev's solution](#)

358.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[isirazeev's solution](#)

359.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[isirazeev's solution](#)

360.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[isirazeev's solution](#)

361.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[isirazeev's solution](#)

362.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[isirazeev's solution](#)

363.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
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364.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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365.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[isirazeev's solution](#)

366.

2164B

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Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[isirazeev's solution](#)

367.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

368.

2124B

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Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[isirazeev's solution](#)

369.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[isirazeev's solution](#)

370.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[isirazeev's solution](#)

371.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
[isirazeev's solution](#)

372.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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373.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[isirazeev's solution](#)

374.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[isirazeev's solution](#)

375.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[isirazeev's solution](#)

376.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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377.

1975B

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Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[isirazeev's solution](#)

378.

1969B

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Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

379.

1931C

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Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[isirazeev's solution](#)

380.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[isirazeev's solution](#)

381.

1913B

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[isirazeev's solution](#)

382.

103433M

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Rating: 1000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

383.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

384.

1849B

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Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[isirazeev's solution](#)

385.

1847B

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Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[isirazeev's solution](#)

386.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

387.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[isirazeev's solution](#)

388.

1786C

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Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[isirazeev's solution](#)

389.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[isirazeev's solution](#)

390.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[isirazeev's solution](#)

391.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[isirazeev's solution](#)

392.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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393.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[isirazeev's solution](#)

394.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[isirazeev's solution](#)

395.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[isirazeev's solution](#)

396.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[isirazeev's solution](#)

397.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[isirazeev's solution](#)

398.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[isirazeev's solution](#)

399.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[isirazeev's solution](#)

400.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[isirazeev's solution](#)

401.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

402.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[isirazeev's solution](#)

403.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[isirazeev's solution](#)

404.

1611C

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Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

405.

1589B

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

Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

406.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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407.

1579E1

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408.

1550B

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409.

157B

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410.

1539A

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411.

1521A

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412.

1515B

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413.

1499B

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414.

1506C

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415.

2171C1

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Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
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416.

2160B

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417.

2125C

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Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
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418.

2128B

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Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
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419.

2112B

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420.

2111B

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421.

2111C

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Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
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422.

2107B

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Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
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423.

2104C

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424.

2103B

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Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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425.

2078B

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426.

2074C

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427.

2063B

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428.

2043B

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429.

2032B

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430.

2029B

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431.

2027B

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432.

2030C

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433.

2025B

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434.

1993B

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435.

1991B

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436.

1994B

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437.

1905B

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438.

1904B

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439.

1891B

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440.

1884B

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441.

1850E

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442.

1842B

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443.

1828C

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Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

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444.

1826B

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445.

1793B

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446.

1788B

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447.

1762B

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448.

1726B

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449.

1717B

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450.

1712C

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451.

1706B

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452.

1708B

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453.

1703D

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454.

1682B

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455.

1675C

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456.

1673B

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457.

1672C

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458.

1602B

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459.

1345B

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460.

544A

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461.

988B

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462.

1637B

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1656B

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464.

1633C

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465.

1631B

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466.

1626B

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467.

1624C

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468.

1471B

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469.

1618C

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1609B

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1610B

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472.

1594B

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473.

1579B

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474.

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475.

1333B

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476.

160B

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477.

1534B

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478.

1490C

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479.

1496B

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480.

1523B

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481.

1529B

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482.

1509B

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Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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483.

1511C

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Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
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484.

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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485.

1506B

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Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

486.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,426 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
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487.

2196A

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[isirazeev's solution](#)

488.

2128C

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Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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489.

2119B

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Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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490.

2085B

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Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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491.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

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492.

2062C

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Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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493.

2051D

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494.

2046A

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Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[isirazeev's solution](#)

495.

2048C

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496.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

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497.

2020B

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498.

2019B

[All Pairs Segments](#) · [Tutorial](#)

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[isirazeev's solution](#)

499.

2005B2

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Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[isirazeev's solution](#)

500.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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501.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
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502.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
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503.

1935B

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Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[isirazeev's solution](#)

504.

1934B

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Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
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505.

1928B

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Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
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506.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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507.

1875B

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Rating: 1200 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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508.

1826A

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509.

1793C

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Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[isirazeev's solution](#)

510.

1763B

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511.

1747C

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Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

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512.

1738B

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513.

1730C

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514.

1734C

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Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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515.

1713C

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516.

1704C

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Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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517.

1703E

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518.

1694B

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519.

1679B

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Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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520.

1674D

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Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[isirazeev's solution](#)

521.

1637C

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Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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522.

1657C

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523.

1656C

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[isirazeev's solution](#)

524.

1647B

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Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[isirazeev's solution](#)

525.

977C

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Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[isirazeev's solution](#)

526.

1642C

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Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[isirazeev's solution](#)

527.

1619C

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Quality: 22,664 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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528.

1553C

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Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[isirazeev's solution](#)

529.

1583B

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Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[isirazeev's solution](#)

530.

1598C

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Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[isirazeev's solution](#)

531.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
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532.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
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533.

1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[isirazeev's solution](#)

534.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
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535.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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536.

1541B

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Quality: 38,489 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[isirazeev's solution](#)

537.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[isirazeev's solution](#)

538.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[isirazeev's solution](#)

539.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[isirazeev's solution](#)

540.

1520D

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Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[isirazeev's solution](#)

541.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[isirazeev's solution](#)

542.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[isirazeev's solution](#)

543.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[isirazeev's solution](#)

544.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[isirazeev's solution](#)

545.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[isirazeev's solution](#)

546.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[isirazeev's solution](#)

547.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[isirazeev's solution](#)

548.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[isirazeev's solution](#)

549.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[isirazeev's solution](#)

550.

2101A

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Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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551.

2112C

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Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[isirazeev's solution](#)

552.

2075B

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Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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553.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[isirazeev's solution](#)

554.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[isirazeev's solution](#)

555.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[isirazeev's solution](#)

556.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[isirazeev's solution](#)

557.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

558.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[isirazeev's solution](#)

559.

1931D

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Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[isirazeev's solution](#)

560.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[isirazeev's solution](#)

561.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

562.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[isirazeev's solution](#)

563.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

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564.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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565.

1794C

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Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

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566.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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567.

1786B

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Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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568.

1775B

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569.

1746C

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Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[isirazeev's solution](#)

570.

1726C

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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

[isirazeev's solution](#)

571.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

572.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[isirazeev's solution](#)

573.

1703F

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Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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574.

1698C

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Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[isirazeev's solution](#)

575.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[isirazeev's solution](#)

576.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[isirazeev's solution](#)

577.

1459B

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Quality: 20,887 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[isirazeev's solution](#)

578.

1668C

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Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[isirazeev's solution](#)

579.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[isirazeev's solution](#)

580.

1661B

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Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[isirazeev's solution](#)

581.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

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582.

1647C

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Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

583.

1649B

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Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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584.

1471C

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Rating: 1300 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[isirazeev's solution](#)

585.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[isirazeev's solution](#)

586.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[isirazeev's solution](#)

587.

1591C

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Rating: 1300 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

588.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-08-02 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[isirazeev's solution](#)

589.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[isirazeev's solution](#)

590.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[isirazeev's solution](#)

591.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[isirazeev's solution](#)

592.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[isirazeev's solution](#)

593.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[isirazeev's solution](#)

594.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[isirazeev's solution](#)

595.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[isirazeev's solution](#)

596.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[isirazeev's solution](#)

597.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[isirazeev's solution](#)

598.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[isirazeev's solution](#)

599.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[isirazeev's solution](#)

600.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[isirazeev's solution](#)

601.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[isirazeev's solution](#)

602.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[isirazeev's solution](#)

603.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[isirazeev's solution](#)

604.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[isirazeev's solution](#)

605.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[isirazeev's solution](#)

606.

2038L

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Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[isirazeev's solution](#)

607.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[isirazeev's solution](#)

608.

2038C

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Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[isirazeev's solution](#)

609.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[isirazeev's solution](#)

610.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[isirazeev's solution](#)

611.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-25 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[isirazeev's solution](#)

612.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[isirazeev's solution](#)

613.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[isirazeev's solution](#)

614.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[isirazeev's solution](#)

615.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

616.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[isirazeev's solution](#)

617.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[isirazeev's solution](#)

618.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[isirazeev's solution](#)

619.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[isirazeev's solution](#)

620.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation,

math

[isirazeev's solution](#)

621.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[isirazeev's solution](#)

622.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[isirazeev's solution](#)

623.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[isirazeev's solution](#)

624.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[isirazeev's solution](#)

625.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[isirazeev's solution](#)

626.

1855C1

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

Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

627.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[isirazeev's solution](#)

628.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[isirazeev's solution](#)

629.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[isirazeev's solution](#)

630.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[isirazeev's solution](#)

631.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

632.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[isirazeev's solution](#)

633.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[isirazeev's solution](#)

634.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[isirazeev's solution](#)

635.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[isirazeev's solution](#)

636.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[isirazeev's solution](#)

637.

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
[isirazeev's solution](#)

638.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[isirazeev's solution](#)

639.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[isirazeev's solution](#)

640.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[isirazeev's solution](#)

641.

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[isirazeev's solution](#)

642.

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[isirazeev's solution](#)

643.

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[isirazeev's solution](#)

644.

1350B

[Orac and Models · Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[isirazeev's solution](#)

645.

544B

[Sea and Islands · Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[isirazeev's solution](#)

646.

988C

[Equal Sums · Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[isirazeev's solution](#)

647.

1652C

[Alice and the Cake · Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[isirazeev's solution](#)

648.

978E

[Bus Video System · Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[isirazeev's solution](#)

649.

977D

[Divide by three, multiply by two · Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[isirazeev's solution](#)

650.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[isirazeev's solution](#)

651.

1549C

[Web of Lies · Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · last AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[isirazeev's solution](#)

652.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[isirazeev's solution](#)

653.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[isirazeev's solution](#)

654.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[isirazeev's solution](#)

655.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[isirazeev's solution](#)

656.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[isirazeev's solution](#)

657.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[isirazeev's solution](#)

658.

103994I

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

659.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[isirazeev's solution](#)

660.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[isirazeev's solution](#)

661.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[isirazeev's solution](#)

662.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[isirazeev's solution](#)

663.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[isirazeev's solution](#)

664.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[isirazeev's solution](#)

665.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[isirazeev's solution](#)

666.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[isirazeev's solution](#)

667.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[isirazeev's solution](#)

668.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

669.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

670.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[isirazeev's solution](#)

671.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[isirazeev's solution](#)

672.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[isirazeev's solution](#)

673.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[isirazeev's solution](#)

674.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[isirazeev's solution](#)

675.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[isirazeev's solution](#)

676.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[isirazeev's solution](#)

677.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[isirazeev's solution](#)

678.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[isirazeev's solution](#)

679.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[isirazeev's solution](#)

680.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[isirazeev's solution](#)

681.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[isirazeev's solution](#)

682.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[isirazeev's solution](#)

683.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[isirazeev's solution](#)

684.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[isirazeev's solution](#)

685.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[isirazeev's solution](#)

686.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[isirazeev's solution](#)

687.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[isirazeev's solution](#)

688.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[isirazeev's solution](#)

689.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[isirazeev's solution](#)

690.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[isirazeev's solution](#)

691.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[isirazeev's solution](#)

692.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[isirazeev's solution](#)

693.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[isirazeev's solution](#)

694.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[isirazeev's solution](#)

695.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[isirazeev's solution](#)

696.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[isirazeev's solution](#)

697.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[isirazeev's solution](#)

698.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

699.

103994D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

700.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[isirazeev's solution](#)

701.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[isirazeev's solution](#)

702.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[isirazeev's solution](#)

703.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[isirazeev's solution](#)

704.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[isirazeev's solution](#)

705.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[isirazeev's solution](#)

706.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[isirazeev's solution](#)

707.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[isirazeev's solution](#)

708.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[isirazeev's solution](#)

709.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[isirazeev's solution](#)

710.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[isirazeev's solution](#)

711.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[isirazeev's solution](#)

712.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[isirazeev's solution](#)

713.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[isirazeev's solution](#)

714.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[isirazeev's solution](#)

715.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[isirazeev's solution](#)

716.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[isirazeev's solution](#)

717.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[isirazeev's solution](#)

718.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[isirazeev's solution](#)

719.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[isirazeev's solution](#)

720.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[isirazeev's solution](#)

721.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[isirazeev's solution](#)

722.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[isirazeev's solution](#)

723.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[isirazeev's solution](#)

724.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[isirazeev's solution](#)

725.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[isirazeev's solution](#)

726.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[isirazeev's solution](#)

727.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[isirazeev's solution](#)

728.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[isirazeev's solution](#)

729.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

730.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[isirazeev's solution](#)

731.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[isirazeev's solution](#)

732.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[isirazeev's solution](#)

733.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[isirazeev's solution](#)

734.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[isirazeev's solution](#)

735.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[isirazeev's solution](#)

736.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[isirazeev's solution](#)

737.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[isirazeev's solution](#)

738.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[isirazeev's solution](#)

739.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[isirazeev's solution](#)

740.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[isirazeev's solution](#)

741.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[isirazeev's solution](#)

742.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[isirazeev's solution](#)

743.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[isirazeev's solution](#)

744.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[isirazeev's solution](#)

745.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[isirazeev's solution](#)

746.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[isirazeev's solution](#)

747.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[isirazeev's solution](#)

748.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[isirazeev's solution](#)

749.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[isirazeev's solution](#)

750.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[isirazeev's solution](#)

751.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[isirazeev's solution](#)

752.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[isirazeev's solution](#)

753.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[isirazeev's solution](#)

754.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[isirazeev's solution](#)

755.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[isirazeev's solution](#)

756.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[isirazeev's solution](#)

757.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[isirazeev's solution](#)

758.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[isirazeev's solution](#)

759.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[isirazeev's solution](#)

760.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[isirazeev's solution](#)

761.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

implementation

[isirazeev's solution](#)

762.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[isirazeev's solution](#)

763.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[isirazeev's solution](#)

764.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[isirazeev's solution](#)

765.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[isirazeev's solution](#)

766.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[isirazeev's solution](#)

767.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[isirazeev's solution](#)

768.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[isirazeev's solution](#)

769.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[isirazeev's solution](#)

770.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[isirazeev's solution](#)

771.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings
[isirazeev's solution](#)

772.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[isirazeev's solution](#)

773.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[isirazeev's solution](#)

774.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[isirazeev's solution](#)

775.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[isirazeev's solution](#)

776.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[isirazeev's solution](#)

777.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[isirazeev's solution](#)

778.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[isirazeev's solution](#)

779.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[isirazeev's solution](#)

780.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[isirazeev's solution](#)

781.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[isirazeev's solution](#)

782.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[isirazeev's solution](#)

783.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[isirazeev's solution](#)

784.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[isirazeev's solution](#)

785.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[isirazeev's solution](#)

786.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[isirazeev's solution](#)

787.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[isirazeev's solution](#)

788.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[isirazeev's solution](#)

789.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[isirazeev's solution](#)

790.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[isirazeev's solution](#)

791.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[isirazeev's solution](#)

792.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[isirazeev's solution](#)

793.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[isirazeev's solution](#)

794.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[isirazeev's solution](#)

795.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[isirazeev's solution](#)

796.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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819.

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988D

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822.

1637D

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823.

1549D

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826.

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828.

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831.

228E

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837.

1773K

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843.

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1989D

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1969D

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863.

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1786D

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1717D

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871.

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1708D

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1175D

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1701D

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1696D

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877.

1651D

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878.

1656D

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879.

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881.

1591D

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882.

1492D

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885.

2075D

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886.

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887.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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888.

2063D

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Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

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889.

2055D

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2057D

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891.

2051F

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Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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892.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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893.

2020E

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Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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894.

1427C

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895.

250E

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896.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[isirazeev's solution](#)

897.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

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898.

103433I

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899.

103433K

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900.

103433L

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Rating: 2000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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901.

1891F

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902.

1890E1

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903.

1851G

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904.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[isirazeev's solution](#)

905.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[isirazeev's solution](#)

906.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[isirazeev's solution](#)

907.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[isirazeev's solution](#)

908.

1828D1

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

Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[isirazeev's solution](#)

909.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[isirazeev's solution](#)

910.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[isirazeev's solution](#)

911.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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912.

380C

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Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
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913.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[isirazeev's solution](#)

914.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
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915.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[isirazeev's solution](#)

916.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[isirazeev's solution](#)

917.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[isirazeev's solution](#)

918.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[isirazeev's solution](#)

919.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[isirazeev's solution](#)

920.

2051G

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Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs
[isirazeev's solution](#)

921.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[isirazeev's solution](#)

922.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[isirazeev's solution](#)

923.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[isirazeev's solution](#)

924.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[isirazeev's solution](#)

925.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[isirazeev's solution](#)

926.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[isirazeev's solution](#)

927.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

[isirazeev's solution](#)

928.

1511E

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Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

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929.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[isirazeev's solution](#)

930.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[isirazeev's solution](#)

931.

1913D

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Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

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932.

1884D

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Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[isirazeev's solution](#)

933.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive
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934.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[isirazeev's solution](#)

935.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[isirazeev's solution](#)

936.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[isirazeev's solution](#)

937.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[isirazeev's solution](#)

938.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[isirazeev's solution](#)

939.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[isirazeev's solution](#)

940.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[isirazeev's solution](#)

941.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[isirazeev's solution](#)

942.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[isirazeev's solution](#)

943.

1666F

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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[isirazeev's solution](#)

944.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[isirazeev's solution](#)

945.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-10-25 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[isirazeev's solution](#)

946.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[isirazeev's solution](#)

947.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[isirazeev's solution](#)

948.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

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[isirazeev's solution](#)

949.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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950.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[isirazeev's solution](#)

951.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[isirazeev's solution](#)

952.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[isirazeev's solution](#)

953.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[isirazeev's solution](#)

954.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[isirazeev's solution](#)

955.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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956.

1238E

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Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[isirazeev's solution](#)

957.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[isirazeev's solution](#)

958.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[isirazeev's solution](#)

959.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[isirazeev's solution](#)

960.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[isirazeev's solution](#)

961.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[isirazeev's solution](#)

962.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[isirazeev's solution](#)

963.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[isirazeev's solution](#)

964.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

965.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[isirazeev's solution](#)

966.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-12 · Secret 2021 (first AC) · Tags: *special

[isirazeev's solution](#)

967.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[isirazeev's solution](#)

968.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isirazeev's solution](#)

969.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[isirazeev's solution](#)

970.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[isirazeev's solution](#)

971.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[isirazeev's solution](#)

972.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[isirazeev's solution](#)

973.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[isirazeev's solution](#)

974.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[isirazeev's solution](#)

975.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[isirazeev's solution](#)

976.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[isirazeev's solution](#)

977.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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978.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

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979.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[isirazeev's solution](#)

980.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[isirazeev's solution](#)

981.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[isirazeev's solution](#)

982.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[isirazeev's solution](#)

983.

1706E

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

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[isirazeev's solution](#)

984.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[isirazeev's solution](#)

985.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[isirazeev's solution](#)

986.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[isirazeev's solution](#)

987.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

988.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[isirazeev's solution](#)

989.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[isirazeev's solution](#)

990.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[isirazeev's solution](#)

991.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[isirazeev's solution](#)

992.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

993.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[isirazeev's solution](#)

994.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[isirazeev's solution](#)

995.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[isirazeev's solution](#)

996.

1008D

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

Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[isirazeev's solution](#)

997.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[isirazeev's solution](#)

998.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[isirazeev's solution](#)

999.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[isirazeev's solution](#)

1000.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[isirazeev's solution](#)

1001.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[isirazeev's solution](#)

1002.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[isirazeev's solution](#)

1003.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[isirazeev's solution](#)

1004.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[isirazeev's solution](#)

1005.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[isirazeev's solution](#)

1006.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[isirazeev's solution](#)

1007.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[isirazeev's solution](#)

1008.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[isirazeev's solution](#)

1009.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[isirazeev's solution](#)

1010.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[isirazeev's solution](#)

1011.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[isirazeev's solution](#)

1012.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-03-20 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[isirazeev's solution](#)

1013.

103433C

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

Rating: 2400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1014.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[isirazeev's solution](#)

1015.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[isirazeev's solution](#)

1016.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[isirazeev's solution](#)

1017.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[isirazeev's solution](#)

1018.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[isirazeev's solution](#)

1019.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[isirazeev's solution](#)

1020.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[isirazeev's solution](#)

1021.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[isirazeev's solution](#)

1022.

2160G1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, greedy, math, two pointers

[isirazeev's solution](#)

1023.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[isirazeev's solution](#)

1024.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[isirazeev's solution](#)

1025.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[isirazeev's solution](#)

1026.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[isirazeev's solution](#)

1027.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers

[isirazeev's solution](#)

1028.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[isirazeev's solution](#)

1029.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[isirazeev's solution](#)

1030.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[isirazeev's solution](#)

1031.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[isirazeev's solution](#)

1032.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[isirazeev's solution](#)

1033.

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[isirazeev's solution](#)

1034.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[isirazeev's solution](#)

1035.

1666E

[Even Split · Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[isirazeev's solution](#)

1036.

1946F

[Nobody is needed · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[isirazeev's solution](#)

1037.

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[isirazeev's solution](#)

1038.

1773I

[Interactive Factorial Guessing · Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[isirazeev's solution](#)

1039.

1665E

[MinimizOR · Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[isirazeev's solution](#)

1040.

2021E2

[Digital Village \(Hard Version\) · Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[isirazeev's solution](#)

1041.

2005E2

[Subtangle Game \(Hard Version\) · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[isirazeev's solution](#)

1042.

1387B2

[Village \(Maximum\) · Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees
[isirazeev's solution](#)

1043.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[isirazeev's solution](#)

1044.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[isirazeev's solution](#)

1045.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[isirazeev's solution](#)

1046.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[isirazeev's solution](#)

1047.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[isirazeev's solution](#)

1048.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[isirazeev's solution](#)

1049.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[isirazeev's solution](#)

1050.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[isirazeev's solution](#)

1051.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[isirazeev's solution](#)

1052.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-10-25 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[isirazeev's solution](#)

1053.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[isirazeev's solution](#)

1054.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[isirazeev's solution](#)

1055.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[isirazeev's solution](#)

1056.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[isirazeev's solution](#)

1057.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-18 · last AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[isirazeev's solution](#)

1058.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[isirazeev's solution](#)

1059.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[isirazeev's solution](#)

1060.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[isirazeev's solution](#)

1061.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[isirazeev's solution](#)

1062.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, divide and conquer, greedy, trees

[isirazeev's solution](#)

1063.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[isirazeev's solution](#)

1064.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[isirazeev's solution](#)

1065.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[isirazeev's solution](#)

1066.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[isirazeev's solution](#)

1067.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-10-25 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[isirazeev's solution](#)

1068.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[isirazeev's solution](#)

1069.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[isirazeev's solution](#)

1070.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[isirazeev's solution](#)

1071.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[isirazeev's solution](#)

1072.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp,

fft, math

[isirazeev's solution](#)

1073.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[isirazeev's solution](#)

1074.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[isirazeev's solution](#)

1075.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[isirazeev's solution](#)

1076.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[isirazeev's solution](#)

1077.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[isirazeev's solution](#)

1078.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[isirazeev's solution](#)

1079.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[isirazeev's solution](#)

1080.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[isirazeev's solution](#)

1081.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[isirazeev's solution](#)

1082.

2160G2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[isirazeev's solution](#)

1083.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[isirazeev's solution](#)

1084.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[isirazeev's solution](#)

1085.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[isirazeev's solution](#)

1086.

103994L

[N Machines](#) · [Tutorial](#)

Rating: 3300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1087.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[isirazeev's solution](#)

1088.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[isirazeev's solution](#)

1089.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[isirazeev's solution](#)

1090.

105482K

[B5CÄ@C ;DÄ=D'5 CD>Cd4C€](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1091.

103369H

[ATICR>ED=C 8C4@C A DD8D,,;C <C€](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1092.

103369F

[Difficult mountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1093.

103369E

[Aä=00Ct=-CαCD A Cö> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1094.

103369D

[A7D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1095.

103369A

[Frog traveler](#) · Tutorial

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1096.

103369J

[AD5D\\$AC080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1097.

103369I

[B\\$0D41CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1098.

103369B

[B4=C,rG\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1099.

103994J

[A7D0Dä<CäCC4>C`LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1100.

103994A

[BD00f0d,,8C\\$0Dò AD\\$>Cô:C](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1101.

103994G

[Split sort](#) · Tutorial

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1102.

103994H

[A7D,5CÔ:C€](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1103.

103994K

[AÔ50DäD BC,,@D49](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1104.

103994E

[B UCÄ>D BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1105.

103994B

[A'QD,0iC, GD\\$5CÔ8CR CD ;Câ2C,,9](#)

Rating: — · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1106.

102893L

[The Firm Knapsack Problem · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1107.

102893B

[Bacteria · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1108.

102893C

[Check Markers · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1109.

102893J

[Straight · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1110.

102893D

[Multiple Subject Lessons · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1111.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1112.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1113.

106141L

[Vector Magic · Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1114.

106141K

[Squirrel and Steps · Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1115.

106141J

[Exercise for Dania · Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1116.

106141I

[Rick's Grades](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1117.

106141H

[Tram System](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1118.

106141G

[Geometry!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1119.

106141F

[Arsen and Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1120.

106141D

[How to Annoy a Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1121.

106141E

[Fight Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1122.

106141B

[Code Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1123.

106141A

[Stones and Bananas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[isirazeev's solution](#)

1124.

106141C

[Good Colorings -- 7](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1125.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1126.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1127.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1128.

105449I

[Aö@CäAD\\$0Dò 7C 4C GC 4C`O C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1129.

105449F

[AÖÄöAö](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1130.

105449A

[B :Cü@C,;C, =CR AC#8Cö](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1131.

105449B

[AäBC40CD0C' AD\\$@Cä:D0](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1132.

105449E

[AöCöCö:C :Cä;D°](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1133.

105449G

[B 30\(50\),2C =C,,5 CÄ0D AC,,2Cä2](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1134.

105449L

[A\\$K0#>CD=D'9 Cö@CäFCT=D](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1135.

105449J

[AÄ=CäCä 8C4@](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1136.

105449D

[BT>DtsDj8CR @C AC#@C AC#8 6](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1137.

105449H

[Br`·#Btorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1138.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1139.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1140.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1141.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1142.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1143.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[isirazeev's solution](#)

1144.

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[isirazeev's solution](#)

1145.

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1146.

1042902

[B\\$0C7=Ca5 C0>D ;C =C,,5](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1147.

1042916

[A=CC@CT=Dd8Dö](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1148.

100173B

[Aö5D08Ä5D\\$ @ C\\$KcöCC;Cä9 Cä1Cä;CäGC#8](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1149.

100173A

[A\\$K06GC;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1150.

100168T

[B·0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1151.

100168O

[A0D0C`;CT;DÄ=C O Cò@Dô<C O](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1152.

100168J

[B·0DAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C#0CÄ8](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1153.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C#0](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1154.

100168H

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1155.

100168R

[A0@Q;C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C#C](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1156.

100168Q

[A0@Q;C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1157.

100168E

[A0D0C`CT:D\\$@C,,AC](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1158.

100168S

[A0@Q;C 4C`5C08CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1159.

100168P

[A0@Q;C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1160.

100168K

~~A65D5D~~ 5Dt5CÔ8CR 4C\$CDR ?D OCÄKDp

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1161.

100168N

~~B4@0020~~ Ô5CÔ8CR ?D OCÄ>C' ”•

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1162.

100168M

~~B4@0020~~ Ô5CÔ8CR ?D OCÄ>C' •

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1163.

100168G

~~B 0D AD\$>D~~ ô=C,,5 CäB D\$>Dt:C, 4Câ ?D OCÄ>C'

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1164.

100168F

~~B 0D AD\$>D~~ ô=C,,5 CäB D\$>Dt:C, 4Câ ?D OCÄ>C•

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1165.

100168L

~~AD,C,=C~~ 2CT:D\$>D 0

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1166.

100168D

~~A65D5D~~ 4DÂ BD 5D43Cä;DÄ=C,,:C

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1167.

100168C

~~A65D5D~~ 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1168.

100168B

~~B43Cä;ja~~ CÄ5Cd4D2 2CT:D\$>D OCÄ8

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1169.

100168A

~~A65D5D~~ =D`9 D43Cä; D\$>Dt:C€

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1170.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1171.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1172.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1173.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1174.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1175.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1176.

103483G

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1177.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1178.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1179.

103483F

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1180.

103483D

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1181.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1182.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[isirazeev's solution](#)

1183.

101636F

[Aö00040T<C,,O 2](#)

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

[isirazeev's solution](#)

1184.

101636D

[B >0\\$?C 4C ND”8CR <C :D 8CÄCCÄK](#)

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

[isirazeev's solution](#)

1185.

101636E

[A45D>CDAC#0Dò >C`8CÄ?C,,0CD0](#)

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

[isirazeev's solution](#)

1186.

101636C

[A45CÖD,,3D4@ C FC,,>CÔ=D`9 DD0C”;](#)

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

[isirazeev's solution](#)

1187.

101636G

[Aö001a](#)

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

[isirazeev's solution](#)

1188.

101636L

[Aö00CäAD\\$KCR AD4DDD8C#AD°](#)

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

[isirazeev's solution](#)

1189.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

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

[isirazeev's solution](#)

1190.

101636K

[B >0,HC T=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

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

[isirazeev's solution](#)

1191.

101636A

[B\\$C0i8Ct<](#)

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

[isirazeev's solution](#)

1192.

103631A

[B40Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-03-31 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[isirazeev's solution](#)

1193.

100166E

[AD80cCTBD 3D 0DD0](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1194.

100166B

[B 00ÄäC @ C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1195.

100166G

[B_0D A0\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1196.

100166F

[AD50iäD BD 0](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1197.

100166A

[BD,Cä9C@](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1198.

1020862

[A5C0rîD`5 C²2C 4D 0D\\$K](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1199.

1020861

[AD20rî8Ct<CT@CT=C,,0](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1200.

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[isirazeev's solution](#)

1201.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees

[isirazeev's solution](#)

1202.

1008812

[A5D<C,,GCTAC²>CR ?CäACT;CT=C,,5](#)

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

[isirazeev's solution](#)

1203.

1008811

[Aö@Cq7D°](#)

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

[isirazeev's solution](#)

1204.

1029366

[B18Dnj0](#)

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

[isirazeev's solution](#)

1205.

1029365

[A#005G04C @DÂ =C C'LDD5 Bd5C0BC 2D 0](#)

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

[isirazeev's solution](#)

1206.

1029352

[B U0m0,,5C08CR BC 1C'8DdK](#)

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

[isirazeev's solution](#)

1207.

1024807

[A U003Cä<C B](#)

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

[isirazeev's solution](#)

1208.

1024806

[A0;C#0,,@Cä2C#0 D4GC AD\\$:C](#)

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

[isirazeev's solution](#)

1209.

1024805

[AÄ00#AC,,<C ;DÄ=Cä5 C0@Cä8Ct2CT4CT=C,,5](#)

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

[isirazeev's solution](#)

1210.

1024793

[A->D0 D @D4BC,,=Cä9](#)

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

[isirazeev's solution](#)

1211.

1024792

[A00012D'HCT=C,,5 D :Cä@CäAD\\$8](#)

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

[isirazeev's solution](#)

1212.

1017131

[B4D4GD,,5C08CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[isirazeev's solution](#)

1213.

1024791

[B U00#CäAD\\$L C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[isirazeev's solution](#)

1214.

100013A

[Bä000;C€](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1215.

102906C

[AD80\\$8Ct8Cä=D°](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1216.

102906B

[A:5D80Ô8Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1217.

102906A

[A:5C8AD](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1218.

100093D

[D · Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1219.

100093A

[A · Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1220.

1029351

[AD2C8AD\\$0CÔ:C](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1221.

103031A

[A:5C8ADt5D" ECTHD\\$5C4>C](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1222.

1531B1

[A:5C8AD\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[isirazeev's solution](#)

1223.

1531A

[At8CÔ3CT@|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[isirazeev's solution](#)

1224.

103112G

[A:5C8AD](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1225.

103029B

[John, Katya · Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1226.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1227.

103112D

[AÄB005D\\$K CD;Dò 4D CCt5C•](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1228.

103112C

[A0000?C,,ADÀ](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1229.

103112B

[A0020,,0D\\$CD 0](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1230.

103112A

[A00005 AD4=CDCC#0](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1231.

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1232.

100135G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1233.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1234.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1235.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1236.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1237.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[isirazeev's solution](#)

1238.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[isirazeev's solution](#)