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Unique solved — ismagilov.code

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1.

2093A

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2.

4A

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3.

1285A

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4.

1284A

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1270A

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6.

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7.

1220A

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8.

1209A

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9.

228A

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10.

268A

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11.

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12.

110A

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13.

859A

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14.

894A

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898A

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16.

908A

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681A

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19.

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20.

443A

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21.

454A

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22.

467A

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510A

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24.

701A

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25.

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26.

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27.

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28.

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29.

1180A

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30.

1189A

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31.

1194A

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32.

1206A

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33.

1093A

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34.

984A

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35.

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38.

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39.

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41.

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42.

1015A

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46.

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48.

1006A

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49.

1003A

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50.

987A

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51.

595A

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52.

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53.

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54.

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56.

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59.

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758A

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69.

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70.

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734A

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74.

263A

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82.

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83.

791A

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84.

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85.

1148A

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88.

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89.

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90.

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91.

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92.

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93.

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94.

785A

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97.

769A

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98.

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102.

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103.

686A

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Quality: 43,414 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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104.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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105.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,568 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

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106.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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107.

672A

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Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · last AC: 2016-05-21 · GNU C++ (first AC) · Tags: implementation

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108.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation

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109.

669A

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Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math

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110.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

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111.

617A

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112.

620A

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113.

127A

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114.

1055A

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115.

814A

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116.

807A

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Quality: 23,247 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

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117.

793A

[Oleg and shares](#) · [Tutorial](#)

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118.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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119.

768A

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Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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120.

729A

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Quality: 8,095 global accepts · Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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121.

709A

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[ismagilov.code's solution](#)

122.

670A

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123.

631A

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Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: brute force, implementation

[ismagilov.code's solution](#)

124.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ismagilov.code's solution](#)

125.

1266A

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Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

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126.

1237A

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127.

1223B

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Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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128.

1155A

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[ismagilov.code's solution](#)

129.

1117B

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Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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130.

1054B

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Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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131.

816A

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Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

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132.

742A

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133.

725A

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134.

100950A

[A: NO 80 AKCR GC,,AC 0 Aô>C 8C#0D ?C](#)

Rating: 1000 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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135.

727A

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Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
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136.

688B

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Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math
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137.

680B

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Quality: 26,241 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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138.

672B

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Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings
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139.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation
[ismagilov.code's solution](#)

140.

669B

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

Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: —
[ismagilov.code's solution](#)

141.

659A

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Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math
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142.

628A

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[ismagilov.code's solution](#)

143.

620B

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Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-22 · GNU C++ (first AC) · Tags: implementation

[ismagilov.code's solution](#)

144.

610A

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145.

608A

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146.

583A

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147.

1157A

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148.

1119A

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149.

1112A

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Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismagilov.code's solution](#)

150.

1117A

[Best Subsegment](#) · [Tutorial](#)

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151.

1060B

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Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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152.

1030B

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[ismagilov.code's solution](#)

153.

1038B

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154.

858A

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155.

842B

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156.

785B

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157.

721B

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158.

719A

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159.

712B

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160.

686B

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Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

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161.

682A

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Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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162.

675A

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163.

1270B

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164.

1184A1

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165.

1155B

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166.

1082A

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167.

960A

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168.

944A

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169.

928A

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170.

854B

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171.

842A

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172.

787A

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173.

769B

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174.

740B

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175.

729B

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176.

725B

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177.

714B

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178.

709C

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179.

682B

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180.

659C

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181.

658B

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Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation
[ismagilov.code's solution](#)

182.

631B

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183.

522A

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Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-10-26 · Python 3 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
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184.

583B

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185.

907A

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Quality: 5,961 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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186.

1285B

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187.

1237B

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Quality: 22,775 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
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188.

1220C

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189.

1220B

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190.

1209B

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Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ismagilov.code's solution](#)

191.

1157C1

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Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ismagilov.code's solution](#)

192.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ismagilov.code's solution](#)

193.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ismagilov.code's solution](#)

194.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[ismagilov.code's solution](#)

195.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[ismagilov.code's solution](#)

196.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation
[ismagilov.code's solution](#)

197.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[ismagilov.code's solution](#)

198.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

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199.

932B

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Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

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200.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[ismagilov.code's solution](#)

201.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[ismagilov.code's solution](#)

202.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ismagilov.code's solution](#)

203.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[ismagilov.code's solution](#)

204.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ismagilov.code's solution](#)

205.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ismagilov.code's solution](#)

206.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation, sortings

[ismagilov.code's solution](#)

207.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[ismagilov.code's solution](#)

208.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: dp

[ismagilov.code's solution](#)

209.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ismagilov.code's solution](#)

210.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[ismagilov.code's solution](#)

211.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ismagilov.code's solution](#)

212.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ismagilov.code's solution](#)

213.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[ismagilov.code's solution](#)

214.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ismagilov.code's solution](#)

215.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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216.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ismagilov.code's solution](#)

217.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, dp

[ismagilov.code's solution](#)

218.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: geometry, math

[ismagilov.code's solution](#)

219.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[ismagilov.code's solution](#)

220.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[ismagilov.code's solution](#)

221.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[ismagilov.code's solution](#)

222.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ismagilov.code's solution](#)

223.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ismagilov.code's solution](#)

224.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ismagilov.code's solution](#)

225.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ismagilov.code's solution](#)

226.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[ismagilov.code's solution](#)

227.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[ismagilov.code's solution](#)

228.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[ismagilov.code's solution](#)

229.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ismagilov.code's solution](#)

230.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[ismagilov.code's solution](#)

231.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ismagilov.code's solution](#)

232.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[ismagilov.code's solution](#)

233.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ismagilov.code's solution](#)

234.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismagilov.code's solution](#)

235.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ismagilov.code's solution](#)

236.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ismagilov.code's solution](#)

237.

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ismagilov.code's solution](#)

238.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[ismagilov.code's solution](#)

239.

858C

[Did you mean... · Tutorial](#)

Quality: 5,877 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[ismagilov.code's solution](#)

240.

858B

[Which floor? · Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation
[ismagilov.code's solution](#)

241.

854C

[Planning · Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —
[ismagilov.code's solution](#)

242.

846A

[Curriculum Vitae · Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[ismagilov.code's solution](#)

243.

771B

[Bear and Different Names · Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[ismagilov.code's solution](#)

244.

771A

[Bear and Friendship Condition · Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[ismagilov.code's solution](#)

245.

770C

[Online Courses In BSU · Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[ismagilov.code's solution](#)

246.

742B

[Arpa's obvious problem and Mehrdad's terrible solution · Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[ismagilov.code's solution](#)

247.

688C

[NP-Hard Problem · Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[ismagilov.code's solution](#)

248.

677C

[Vanya and Label · Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[ismagilov.code's solution](#)

249.

676B

[Pyramid of Glasses · Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[ismagilov.code's solution](#)

250.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[ismagilov.code's solution](#)

251.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[ismagilov.code's solution](#)

252.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · last AC: 2016-04-29 · GNU C++ (first AC) · Tags: geometry, implementation, math

[ismagilov.code's solution](#)

253.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ismagilov.code's solution](#)

254.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[ismagilov.code's solution](#)

255.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[ismagilov.code's solution](#)

256.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ismagilov.code's solution](#)

257.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismagilov.code's solution](#)

258.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismagilov.code's solution](#)

259.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[ismagilov.code's solution](#)

260.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ismagilov.code's solution](#)

261.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ismagilov.code's solution](#)

262.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ismagilov.code's solution](#)

263.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ismagilov.code's solution](#)

264.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ismagilov.code's solution](#)

265.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ismagilov.code's solution](#)

266.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[ismagilov.code's solution](#)

267.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[ismagilov.code's solution](#)

268.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[ismagilov.code's solution](#)

269.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

270.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[ismagilov.code's solution](#)

271.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[ismagilov.code's solution](#)

272.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[ismagilov.code's solution](#)

273.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[ismagilov.code's solution](#)

274.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ismagilov.code's solution](#)

275.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ismagilov.code's solution](#)

276.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ismagilov.code's solution](#)

277.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[ismagilov.code's solution](#)

278.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ismagilov.code's solution](#)

279.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ismagilov.code's solution](#)

280.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ismagilov.code's solution](#)

281.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[ismagilov.code's solution](#)

282.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[ismagilov.code's solution](#)

283.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ismagilov.code's solution](#)

284.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[ismagilov.code's solution](#)

285.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[ismagilov.code's solution](#)

286.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-01-11 · Haskell (first AC) · Tags: implementation

[ismagilov.code's solution](#)

287.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ismagilov.code's solution](#)

288.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[ismagilov.code's solution](#)

289.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ismagilov.code's solution](#)

290.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[ismagilov.code's solution](#)

291.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ismagilov.code's solution](#)

292.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ismagilov.code's solution](#)

293.

1157C2

[Increasing Subsequence \(hard version\) · Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ismagilov.code's solution](#)

294.

1086B

[Minimum Diameter Tree · Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
[ismagilov.code's solution](#)

295.

983A

[Finite or not? · Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math
[ismagilov.code's solution](#)

296.

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[ismagilov.code's solution](#)

297.

924C

[Riverside Curio · Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[ismagilov.code's solution](#)

298.

923A

[Primal Sport · Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ismagilov.code's solution](#)

299.

944B

[Laboratory Work · Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation
[ismagilov.code's solution](#)

300.

816C

[Karen and Game · Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[ismagilov.code's solution](#)

301.

807C

[Success Rate · Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[ismagilov.code's solution](#)

302.

740C

[Alyona and mex · Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ismagilov.code's solution](#)

303.

729C

[Road to Cinema · Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ismagilov.code's solution](#)

304.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ismagilov.code's solution](#)

305.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[ismagilov.code's solution](#)

306.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[ismagilov.code's solution](#)

307.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math
[ismagilov.code's solution](#)

308.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[ismagilov.code's solution](#)

309.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[ismagilov.code's solution](#)

310.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[ismagilov.code's solution](#)

311.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, implementation
[ismagilov.code's solution](#)

312.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[ismagilov.code's solution](#)

313.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[ismagilov.code's solution](#)

314.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry, number theory

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315.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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316.

983B

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Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

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317.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[ismagilov.code's solution](#)

318.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

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319.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[ismagilov.code's solution](#)

320.

846F

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Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

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321.

846C

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Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[ismagilov.code's solution](#)

322.

827B

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Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[ismagilov.code's solution](#)

323.

772B

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Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

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324.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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325.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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326.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
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327.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[ismagilov.code's solution](#)

328.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings
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329.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[ismagilov.code's solution](#)

330.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[ismagilov.code's solution](#)

331.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[ismagilov.code's solution](#)

332.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees
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333.

1157D

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

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ismagilov.code's solution](#)

334.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[ismagilov.code's solution](#)

335.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ismagilov.code's solution](#)

336.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[ismagilov.code's solution](#)

337.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ismagilov.code's solution](#)

338.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ismagilov.code's solution](#)

339.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ismagilov.code's solution](#)

340.

944E

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Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ismagilov.code's solution](#)

341.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, strings, trees

[ismagilov.code's solution](#)

342.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[ismagilov.code's solution](#)

343.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[ismagilov.code's solution](#)

344.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[ismagilov.code's solution](#)

345.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ismagilov.code's solution](#)

346.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ismagilov.code's solution](#)

347.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ismagilov.code's solution](#)

348.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[ismagilov.code's solution](#)

349.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[ismagilov.code's solution](#)

350.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

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351.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[ismagilov.code's solution](#)

352.

1157F

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

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

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353.

600D

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Quality: 2,704 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ismagilov.code's solution](#)

354.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ismagilov.code's solution](#)

355.

1082E

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Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[ismagilov.code's solution](#)

356.

1060E

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[ismagilov.code's solution](#)

357.

1030E

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Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
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358.

933B

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359.

891B

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[ismagilov.code's solution](#)

360.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive
[ismagilov.code's solution](#)

361.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
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362.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
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363.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings
[ismagilov.code's solution](#)

364.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[ismagilov.code's solution](#)

365.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[ismagilov.code's solution](#)

366.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
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367.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[ismagilov.code's solution](#)

368.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[ismagilov.code's solution](#)

369.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings
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370.

1117D

[Magic Gems](#) · [Tutorial](#)

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371.

1039B

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Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities
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372.

960D

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373.

960F

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[ismagilov.code's solution](#)

374.

851D

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Rating: 2100 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation
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375.

771C

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376.

768E

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377.

855E

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378.

364B

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Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ismagilov.code's solution](#)

379.

1216E2

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380.

1246C

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Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp
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381.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
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382.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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383.

1158B

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
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384.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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385.

1155E

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Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[ismagilov.code's solution](#)

386.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
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387.

1270E

[Divide Points](#) · [Tutorial](#)

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[ismagilov.code's solution](#)

388.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[ismagilov.code's solution](#)

389.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ismagilov.code's solution](#)

390.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

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391.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[ismagilov.code's solution](#)

392.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ismagilov.code's solution](#)

393.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[ismagilov.code's solution](#)

394.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[ismagilov.code's solution](#)

395.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ismagilov.code's solution](#)

396.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[ismagilov.code's solution](#)

397.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[ismagilov.code's solution](#)

398.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[ismagilov.code's solution](#)

399.

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ismagilov.code's solution](#)

400.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[ismagilov.code's solution](#)

401.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
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402.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[ismagilov.code's solution](#)

403.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[ismagilov.code's solution](#)

404.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[ismagilov.code's solution](#)

405.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ismagilov.code's solution](#)

406.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ismagilov.code's solution](#)

407.

102420F

[Arithmetic and blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

408.

102420E

[A 500â€šKCR ;CTACâ€š@D41D°](#)

Rating: — · first AC: 2020-09-14 · last AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

409.

102420B

[B 801000Dò 3D CCò?C](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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410.

102420H

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

411.

102420J

[AÄ00i5DD8D CCÄ<C](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

412.

102420K

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[ismagilov.code's solution](#)

413.

102420D

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

414.

102420A

[AtUc4@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[ismagilov.code's solution](#)

415.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[ismagilov.code's solution](#)

416.

1319D

[Navigation System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[ismagilov.code's solution](#)

417.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[ismagilov.code's solution](#)

418.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[ismagilov.code's solution](#)

419.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[ismagilov.code's solution](#)

420.

101691B

[A7DäGc HC,,DD C](#)

Rating: — · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

421.

101691A

[A 7C Cä AD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

422.

1020085

[A 5C r 2C ;C,,=CD@Cä<Cä2](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

423.

1020089

[A Ä > CD\\$D =C,,7C FC,,O C ô @Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

424.

1020082

[B-BQ c BD Ä 2 D BD >C•](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

425.

1020086

[A 5 D \\$ > D \\$ @ C ä =](#)

Rating: — · first AC: 2018-12-03 · PyPy 3 (first AC) · Tags: —

[ismagilov.code's solution](#)

426.

10200810

[B \\$ C C D 0 -D N C D 0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

427.

1020088

[B > C r D \\$ 8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

428.

1020087

[A 5 C Ä 1 D °](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

429.

1020084

[A 4 C D 1 ? C ô > C \\$ > C R 2 D ´ A D \\$ C C ô ; C T = C ,, 5](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

430.

1020083

[A 4 8 D r 1 D ° = C D 0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

431.

101945I

[A Ä 8 C Ö 5 D](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

432.

101945H

[Aô7CœiD,,?C,,>CÔAC#>C' ACTBC€](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

433.

101945F

[A#5CD#C\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

434.

101945C

[B 0Cö5D 0C45CÔBD :Cä5 C ;Dä4Cà](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

435.

101945J

[B 207BD :C,,9 Cö@C,,5CÀ](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

436.

101945G

[B 5D5G @Dô=C O Dd5Cô>Dt:C](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

437.

101945B

[B 5C Bc,,5 C,,7Cä1D 0Cd5CÔ8Dö](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

438.

101945E

[A,,3D 0i@" 4Cd5CÔ3D0](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

439.

101945D

[B 5Cœ@CTBCÔKC' :Cä4](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

440.

101945A

[A\\$KDBD 5C² 2 C4>C´>C\\$C](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

441.

101580B

[A NDiCœ@C BC,,O](#)

Rating: — · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

442.

101580A

[berPhone](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

443.

100252A

[B · Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

444.

100252J

[A · Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

445.

100252C

[A · Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

446.

100252B

[A · Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

447.

100252I

[A · Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

448.

100245B

[A · Tutorial](#)

Rating: — · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

449.

100245C

[B · Tutorial](#)

Rating: — · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

450.

100245G

[A · Tutorial](#)

Rating: — · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

451.

100245J

[B · Tutorial](#)

Rating: — · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

452.

100245H

[A · Tutorial](#)

Rating: — · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

453.

100005B

[B · Tutorial](#)

Rating: — · first AC: 2017-08-29 · PyPy 3 (first AC) · Tags: —

[ismagilov.code's solution](#)

454.

100005C

[C · Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

455.

100005G

[G · Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

456.

100005D

[D · Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

457.

100005H

[H · Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

458.

100005E

[E · Tutorial](#)

Rating: — · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

459.

101327B

[B · 50'6@D6CT@D² 2 C 2D\\$>C CD 5](#)

Rating: — · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

460.

101327A

[A · 50'6@D6CT@D² 2 C 2D\\$>C CD 5](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

461.

101341G

[I love Codeforces · Tutorial](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

462.

101341M

[Last Man Standing · Tutorial](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

463.

101341C

[Urn with Balls · Tutorial](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

464.

101341B

[Pursuing the Happiness · Tutorial](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

465.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-18 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

466.

101135C

[Bj8DD@Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ismagilov.code's solution](#)

467.

100528G

[B=DeiaD :Cä1C=0DP](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

468.

100528B

[A,,3D0C! •](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

469.

100528H

[B 7D4ACc ?Cä;CäA](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

470.

100528C

[A00C7>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

471.

100528A

[A\\$KD00\\$=C,,2C =C,,5 C\\$5D"5D BC\\$5CÔ=D´E Dt8D 5C°](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

472.

100528F

[BD*0\\$>D 0CÄ:C](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

473.

100528I

[A,70C!](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

474.

100132B

[B10CäB,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: —

[ismagilov.code's solution](#)

475.

100854A

[B5C0ACä@](#)

Rating: — · first AC: 2015-12-22 · GNU C++ (first AC) · Tags: —

[ismagilov.code's solution](#)