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Unique solved — johannesk

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

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Count: 372

1.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · PyPy 3-64 (first AC) · Tags: games

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2.

1569A

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3.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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4.

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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5.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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6.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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7.

1367A

[Short Substrings](#) · [Tutorial](#)

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8.

1244A

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Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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9.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

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10.

1148A

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Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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11.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

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12.

1028A

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13.

1017A

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14.

965A

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15.

821A

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16.

811A

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17.

703A

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18.

678A

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19.

677A

[Vanya and Fence](#) · [Tutorial](#)

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20.

676A

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21.

551A

[GukiZ and Contest](#) · [Tutorial](#)

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22.

546A

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23.

448A

[Rewards](#) · [Tutorial](#)

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[johannesk's solution](#)

24.

381A

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25.

231A

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26.

214A

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27.

1954A

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28.

1208A

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29.

1175A

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30.

1025A

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31.

670A

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32.

631A

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Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

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33.

567A

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34.

545A

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35.

439A

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36.

373A

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37.

215A

[Bicycle Chain](#) · [Tutorial](#)

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38.

208A

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39.

1876A

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40.

1695B

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41.

1569B

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42.

1562B

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43.

1342A

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44.

1253A

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45.

1244B

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46.

1182A

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47.

1165B

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48.

1151A

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49.

1033A

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50.

1036A

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51.

1027A

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52.

670B

[Game of Robots](#) · [Tutorial](#)

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53.

552A

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54.

441A

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55.

1509B

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Quality: 23,056 global accepts · Rating: 1100 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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56.

1511C

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57.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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58.

1342B

[Binary Period](#) · [Tutorial](#)

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59.

1334B

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60.

1327A

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61.

1165A

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62.

1146B

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Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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63.

1033B

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64.

825A

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65.

813A

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66.

558A

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67.

545B

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68.

544A

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69.

381B

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70.

1954C

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71.

1954B

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72.

1334A

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73.

1327B

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74.

1311B

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75.

1185C1

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76.

1185B

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77.

1149A

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78.

1028B

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79.

1027B

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80.

1017B

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81.

811B

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82.

717C

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83.

683A

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84.

631B

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[johannesk's solution](#)

85.

552B

[Vanya and Books](#) · [Tutorial](#)

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86.

546B

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Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

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87.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++0x (first AC) · Tags: implementation, sortings

[johannesk's solution](#)

88.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

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89.

203A

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90.

1178C

[Tiles](#) · [Tutorial](#)

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[johannesk's solution](#)

91.

25A

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92.

1367C

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Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[johannesk's solution](#)

93.

1182B

[Plus from Picture](#) · [Tutorial](#)

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[johannesk's solution](#)

94.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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95.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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96.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Rust (first AC) · Tags: dp, greedy, strings

[johannesk's solution](#)

97.

1037B

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98.

1037A

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Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Rust (first AC) · Tags: constructive algorithms, greedy, math

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99.

965B

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100.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · Python 3 (first AC) · Tags: brute force, math

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101.

670C

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102.

567B

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103.

558B

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104.

545D

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105.

203B

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Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

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106.

2114E

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Quality: 14,009 global accepts · Rating: 1400 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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107.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[johannesk's solution](#)

108.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[johannesk's solution](#)

109.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-04 · PyPy 3 (first AC) · Tags: implementation, math

[johannesk's solution](#)

110.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[johannesk's solution](#)

111.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math

[johannesk's solution](#)

112.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · last AC: 2016-06-01 · PyPy 3 (first AC) · Tags: implementation, math

[johannesk's solution](#)

113.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[johannesk's solution](#)

114.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[johannesk's solution](#)

115.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[johannesk's solution](#)

116.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation, strings

[johannesk's solution](#)

117.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++0x (first AC) · Tags: greedy, implementation

[johannesk's solution](#)

118.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[johannesk's solution](#)

119.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[johannesk's solution](#)

120.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2024-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[johannesk's solution](#)

121.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,693 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[johannesk's solution](#)

122.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[johannesk's solution](#)

123.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[johannesk's solution](#)

124.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[johannesk's solution](#)

125.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[johannesk's solution](#)

126.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[johannesk's solution](#)

127.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[johannesk's solution](#)

128.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[johannesk's solution](#)

129.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[johannesk's solution](#)

130.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[johannesk's solution](#)

131.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[johannesk's solution](#)

132.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[johannesk's solution](#)

133.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[johannesk's solution](#)

134.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[johannesk's solution](#)

135.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · last AC: 2016-06-01 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[johannesk's solution](#)

136.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers
[johannesk's solution](#)

137.

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
[johannesk's solution](#)

138.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: binary search, implementation
[johannesk's solution](#)

139.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[johannesk's solution](#)

140.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,833 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[johannesk's solution](#)

141.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-14 · Python 3 (first AC) · Tags: brute force, dp, math

[johannesk's solution](#)

142.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[johannesk's solution](#)

143.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[johannesk's solution](#)

144.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: data structures, implementation

[johannesk's solution](#)

145.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[johannesk's solution](#)

146.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2014-01-07 · GNU C++0x (first AC) · Tags: combinatorics, greedy

[johannesk's solution](#)

147.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[johannesk's solution](#)

148.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[johannesk's solution](#)

149.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[johannesk's solution](#)

150.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[johannesk's solution](#)

151.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[johannesk's solution](#)

152.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[johannesk's solution](#)

153.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[johannesk's solution](#)

154.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[johannesk's solution](#)

155.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[johannesk's solution](#)

156.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[johannesk's solution](#)

157.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[johannesk's solution](#)

158.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[johannesk's solution](#)

159.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · Rust (first AC) · Tags: data structures, expression parsing, implementation

[johannesk's solution](#)

160.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[johannesk's solution](#)

161.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[johannesk's solution](#)

162.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[johannesk's solution](#)

163.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[johannesk's solution](#)

164.

1151B

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

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[johannesk's solution](#)

165.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[johannesk's solution](#)

166.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, strings
[johannesk's solution](#)

167.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · Rust (first AC) · Tags: greedy, two pointers
[johannesk's solution](#)

168.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · Rust (first AC) · Tags: math
[johannesk's solution](#)

169.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[johannesk's solution](#)

170.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[johannesk's solution](#)

171.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · Rust (first AC) · Tags: greedy

[johannesk's solution](#)

172.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[johannesk's solution](#)

173.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[johannesk's solution](#)

174.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[johannesk's solution](#)

175.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · Python 3 (first AC) · Tags: greedy, implementation

[johannesk's solution](#)

176.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[johannesk's solution](#)

177.

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

[johannesk's solution](#)

178.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[johannesk's solution](#)

179.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[johannesk's solution](#)

180.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[johannesk's solution](#)

181.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · PyPy 3 (first AC) · Tags: implementation

[johannesk's solution](#)

182.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[johannesk's solution](#)

183.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[johannesk's solution](#)

184.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[johannesk's solution](#)

185.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[johannesk's solution](#)

186.

381C

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

Rating: 1600 · first AC: 2014-01-12 · GNU C++0x (first AC) · Tags: binary search, implementation, two pointers

[johannesk's solution](#)

187.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[johannesk's solution](#)

188.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[johannesk's solution](#)

189.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[johannesk's solution](#)

190.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[johannesk's solution](#)

191.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2026-03-20 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[johannesk's solution](#)

192.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[johannesk's solution](#)

193.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[johannesk's solution](#)

194.

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

[johannesk's solution](#)

195.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[johannesk's solution](#)

196.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[johannesk's solution](#)

197.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[johannesk's solution](#)

198.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: binary search, data structures, implementation, two pointers

[johannesk's solution](#)

199.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[johannesk's solution](#)

200.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[johannesk's solution](#)

201.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[johannesk's solution](#)

202.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[johannesk's solution](#)

203.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[johannesk's solution](#)

204.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[johannesk's solution](#)

205.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[johannesk's solution](#)

206.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[johannesk's solution](#)

207.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · Rust (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[johannesk's solution](#)

208.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[johannesk's solution](#)

209.

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
[johannesk's solution](#)

210.

678D

[Iterated Linear Function](#) · [Tutorial](#)

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211.

670E

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212.

631C

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213.

567D

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567C

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215.

559B

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216.

546D

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217.

439C

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218.

439D

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219.

229B

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220.

214C

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221.

1954D

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1367D

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1334D

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1208C

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

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225.

1172A

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1148D

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669D

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229.

1010B

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230.

947C

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813B

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683F

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683E

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234.

675D

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236.

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237.

528B

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238.

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239.

1197D

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1361B

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1208D

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250.

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253.

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552D

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259.

547B

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260.

536A

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448C

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374C

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263.

208B

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1349C

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1349B

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1185E

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267.

1165F2

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268.

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269.

1033D

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1019B

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1010D

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272.

689E

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273.

676D

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274.

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545E

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449B

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446B

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374A

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1511E

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1185F

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283.

1146D

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208E

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821E

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289.

546E

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290.

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291.

551D

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292.

1954E

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1334E

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294.

1327D

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1208E

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296.

1149B

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297.

1045G

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298.

1045D

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299.

1037E

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300.

906B

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301.

679B

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Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

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302.

567E

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303.

551C

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304.

547A

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305.

1172C1

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306.

1148E

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307.

1151F

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308.

715B

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309.

677E

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310.

677D

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311.

558E

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Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

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312.

558D

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313.

425D

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314.

444B

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315.

1367F2

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316.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

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317.

1146E

[Hot is Cold](#) · [Tutorial](#)

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structures, divide and conquer, implementation

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318.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · Rust (first AC) · Tags: fft, geometry, number theory

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319.

1017E

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Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

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320.

717H

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321.

676E

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322.

840D

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Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

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323.

1334F

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[johannesk's solution](#)

324.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[johannesk's solution](#)

325.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[johannesk's solution](#)

326.

683I

[Loader](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: 2500 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[johannesk's solution](#)

327.

372D

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Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[johannesk's solution](#)

328.

1185G2

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Quality: 920 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[johannesk's solution](#)

329.

527E

[Data Center Drama · Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[johannesk's solution](#)

330.

528C

[Data Center Drama · Tutorial](#)

Rating: 2600 · first AC: 2015-05-25 · last AC: 2015-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[johannesk's solution](#)

331.

717B

[R3D3's Summer Adventure · Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[johannesk's solution](#)

332.

19D

[Points · Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[johannesk's solution](#)

333.

725F

[Family Photos · Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-31 · last AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
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334.

2095I

[Mysterious Script · Tutorial](#)

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335.

1357A6

[Distinguish four Pauli gates · Tutorial](#)

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[johannesk's solution](#)

336.

1357A5

[Distinguish Rz\(·,·\) g om Ry\(·,·\) · Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

337.

1357B2

["Is the number divisible by 3?" oracle · Tutorial](#)

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[johannesk's solution](#)

338.

1357B1

["Is the bit string balanced?" oracle · Tutorial](#)

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339.

1357C2

[Prepare superposition of basis states with the same parity](#) · Tutorial

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
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340.

1357C1

[Prepare superposition of basis states with 0s](#) · Tutorial

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[johannesk's solution](#)

341.

1357A4

[Distinguish Rz from R1](#) · Tutorial

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[johannesk's solution](#)

342.

1357A3

[Distinguish H from X](#) · Tutorial

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
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343.

1357A2

[Distinguish I, CNOTs and SWAP](#) · Tutorial

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344.

1357A1

[Figure out direction of CNOT](#) · Tutorial

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

345.

1356B2

[Decrement](#) · Tutorial

Quality: 287 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

346.

1356B1

[Increment](#) · Tutorial

Quality: 286 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

347.

1356A5

[Distinguish Z from -Z](#) · Tutorial

Quality: 334 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

348.

1356A4

[Distinguish I "— X from CNOT](#) · Tutorial

Quality: 461 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

349.

1356A3

[Distinguish Z from S](#) · Tutorial

Quality: 463 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[johannesk's solution](#)

350.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[johannesk's solution](#)

351.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[johannesk's solution](#)

352.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-08-02 · last AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

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353.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[johannesk's solution](#)

354.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[johannesk's solution](#)

355.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[johannesk's solution](#)

356.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · Python 3 (first AC) · Tags: *special, implementation

[johannesk's solution](#)

357.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[johannesk's solution](#)

358.

100800A

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

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[johannesk's solution](#)

359.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[johannesk's solution](#)

360.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[johannesk's solution](#)

361.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[johannesk's solution](#)

362.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[johannesk's solution](#)

363.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[johannesk's solution](#)

364.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
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365.

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-23 · PyPy 3 (first AC) · Tags: —
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366.

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: —
[johannesk's solution](#)

367.

100703I

[Endeavor for perfection](#) · [Tutorial](#)

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368.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-23 · PyPy 3 (first AC) · Tags: —
[johannesk's solution](#)

369.

100703B

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Rating: — · first AC: 2015-06-23 · PyPy 3 (first AC) · Tags: —
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370.

100703G

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Rating: — · first AC: 2015-06-23 · PyPy 3 (first AC) · Tags: —
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371.

100703M

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372.

100703L

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