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Unique solved — keep_calm

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

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Count: 228

- 1.**
2183A
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- 2.**
2180A
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- 3.**
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- 5.**
1764A
[Doremy's Paint](#) · [Tutorial](#)
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- 6.**
1761A
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1740B
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- 8.**
1740A
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- 9.**
1738A
[Glory Addicts](#) · [Tutorial](#)
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11.

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12.

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13.

1672B

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1661A

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1654B

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19.

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1358A

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1353A

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1352A

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36.

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38.

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1324A

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1296B

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56.

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1366A

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1360C

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59.

1324B

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60.

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1263A

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1704C

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74.

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895A

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79.

1407B

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80.

1367C

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81.

1366B

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82.

330B

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135A

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1108C

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85.

1096B

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86.

1360E

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1360D

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88.

1352D

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90.

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91.

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92.

2190B1

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93.

1830A

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94.

1764C

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95.

1761C

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96.

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97.

1696C

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98.

1654C

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99.

1648A

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100.

1628A

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102.

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103.

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104.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[keep_calm's solution](#)

105.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[keep_calm's solution](#)

106.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[keep_calm's solution](#)

107.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[keep_calm's solution](#)

108.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[keep_calm's solution](#)

109.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[keep_calm's solution](#)

110.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[keep_calm's solution](#)

111.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[keep_calm's solution](#)

112.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[keep_calm's solution](#)

113.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[keep_calm's solution](#)

114.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[keep_calm's solution](#)

115.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · Go (first AC) · Tags: greedy, math
[keep_calm's solution](#)

116.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · Go (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[keep__calm's solution](#)

117.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,563 global accepts · Rating: 1500 · first AC: 2020-07-29 · Go (first AC) · Tags: brute force, dp, greedy, two pointers

[keep__calm's solution](#)

118.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · Go (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[keep__calm's solution](#)

119.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms

[keep__calm's solution](#)

120.

1368B

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

Quality: 21,424 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[keep__calm's solution](#)

121.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,786 global accepts · Rating: 1500 · first AC: 2020-06-12 · PyPy 3 (first AC) · Tags: data structures, dsu

[keep__calm's solution](#)

122.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[keep__calm's solution](#)

123.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: brute force, implementation, two pointers

[keep__calm's solution](#)

124.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, math

[keep__calm's solution](#)

125.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[keep__calm's solution](#)

126.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · Python 3 (first AC) · Tags: greedy, sortings

[keep__calm's solution](#)

127.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · Python 3 (first AC) · Tags: data structures, implementation

[keep__calm's solution](#)

128.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[keep__calm's solution](#)

129.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[keep__calm's solution](#)

130.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[keep__calm's solution](#)

131.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[keep__calm's solution](#)

132.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[keep__calm's solution](#)

133.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · Go (first AC) · Tags: brute force, dp, greedy

[keep__calm's solution](#)

134.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2020-06-12 · PyPy 3 (first AC) · Tags: combinatorics, math

[keep__calm's solution](#)

135.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[keep__calm's solution](#)

136.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: binary search, data structures

[keep__calm's solution](#)

137.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: implementation, strings

[keep__calm's solution](#)

138.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[keep__calm's solution](#)

139.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, sortings

[keep__calm's solution](#)

140.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms

[keep__calm's solution](#)

141.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[keep__calm's solution](#)

142.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[keep__calm's solution](#)

143.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[keep__calm's solution](#)

144.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[keep__calm's solution](#)

145.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · Go (first AC) · Tags: constructive algorithms, greedy, math, sortings

[keep__calm's solution](#)

146.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

[keep__calm's solution](#)

147.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[keep__calm's solution](#)

148.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[keep_calm's solution](#)

149.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: dp, implementation

[keep_calm's solution](#)

150.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 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

[keep_calm's solution](#)

151.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[keep_calm's solution](#)

152.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[keep_calm's solution](#)

153.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[keep_calm's solution](#)

154.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[keep_calm's solution](#)

155.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[keep_calm's solution](#)

156.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · Go (first AC) · Tags: binary search, dp, sortings, two pointers

[keep_calm's solution](#)

157.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · Go (first AC) · Tags: dfs and similar, greedy, math, trees

[keep_calm's solution](#)

158.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[keep_calm's solution](#)

159.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[keep_calm's solution](#)

160.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, trees

[keep_calm's solution](#)

161.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[keep_calm's solution](#)

162.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[keep_calm's solution](#)

163.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[keep_calm's solution](#)

164.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[keep_calm's solution](#)

165.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[keep_calm's solution](#)

166.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[keep_calm's solution](#)

167.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[keep_calm's solution](#)

168.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[keep_calm's solution](#)

169.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[keep_calm's solution](#)

170.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[keep_calm's solution](#)

171.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[keep_calm's solution](#)

172.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[keep_calm's solution](#)

173.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: greedy, implementation, math, sortings

[keep_calm's solution](#)

174.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[keep_calm's solution](#)

175.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[keep_calm's solution](#)

176.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[keep_calm's solution](#)

177.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[keep_calm's solution](#)

178.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[keep_calm's solution](#)

179.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[keep_calm's solution](#)

180.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[keep_calm's solution](#)

181.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[keep_calm's solution](#)

182.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[keep_calm's solution](#)

183.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-05 · Go (first AC) · Tags: data structures, dfs and similar, greedy, trees

[keep_calm's solution](#)

184.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · Go (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[keep_calm's solution](#)

185.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-18 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[keep_calm's solution](#)

186.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[keep_calm's solution](#)

187.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[keep_calm's solution](#)

188.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[keep_calm's solution](#)

189.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[keep_calm's solution](#)

190.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[keep_calm's solution](#)

191.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[keep_calm's solution](#)

192.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[keep_calm's solution](#)

193.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[keep_calm's solution](#)

194.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · Go (first AC) · Tags: brute force, greedy, implementation, math
[keep_calm's solution](#)

195.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · last AC: 2020-06-16 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers
[keep_calm's solution](#)

196.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[keep_calm's solution](#)

197.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[keep_calm's solution](#)

198.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-02-06 · PyPy 3 (first AC) · Tags: data structures, strings

[keep_calm's solution](#)

199.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · last AC: 2020-02-05 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[keep_calm's solution](#)

200.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[keep_calm's solution](#)

201.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[keep_calm's solution](#)

202.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[keep_calm's solution](#)

203.

1656E

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204.

1399E2

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205.

1389E

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206.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · last AC: 2020-05-15 · PyPy 3 (first AC) · Tags: brute force, dp

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207.

2190C

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208.

2180E

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Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

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209.

1654E

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210.

1628C

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211.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

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212.

1385F

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Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-19 · Go (first AC) · Tags: data structures, greedy, implementation, trees

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213.

1385G

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214.

1830C

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215.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

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216.

1707C

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217.

1630D

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218.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

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219.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · last AC: 2020-06-19 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

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220.

1677D

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221.

1637F

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222.

1253F

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223.

1661F

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224.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

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225.

1672H

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226.

1641D

[Two Arrays](#) · [Tutorial](#)

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227.

1672F2

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228.

1648D

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Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

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