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# Unique solved — kidw0124

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1790B

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**21.**

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1956B

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1956A

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1891A

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1882A

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1778A

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1731A

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1759B

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1759A

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**50.**

1678B1

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**51.**

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52.

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53.

1660A

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54.

1690B

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56.

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57.

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1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[kidw0124's solution](#)

**99.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kidw0124's solution](#)

**100.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kidw0124's solution](#)

**101.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kidw0124's solution](#)

**102.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kidw0124's solution](#)

**103.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[kidw0124's solution](#)

**104.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kidw0124's solution](#)

**105.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[kidw0124's solution](#)

**106.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[kidw0124's solution](#)

**107.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[kidw0124's solution](#)

**108.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kidw0124's solution](#)

**109.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kidw0124's solution](#)

**110.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-02-19 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[kidw0124's solution](#)

**111.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[kidw0124's solution](#)

**112.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[kidw0124's solution](#)

**113.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kidw0124's solution](#)

**114.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kidw0124's solution](#)

**115.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[kidw0124's solution](#)

**116.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[kidw0124's solution](#)

**117.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[kidw0124's solution](#)

**118.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[kidw0124's solution](#)

**119.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[kidw0124's solution](#)

**120.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math  
[kidw0124's solution](#)

**121.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[kidw0124's solution](#)

**122.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[kidw0124's solution](#)

**123.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[kidw0124's solution](#)

**124.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[kidw0124's solution](#)

**125.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[kidw0124's solution](#)

**126.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[kidw0124's solution](#)

**127.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities  
[kidw0124's solution](#)

**128.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kidw0124's solution](#)

**129.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[kidw0124's solution](#)

**130.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kidw0124's solution](#)

**131.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[kidw0124's solution](#)

**132.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[kidw0124's solution](#)

**133.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[kidw0124's solution](#)

**134.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[kidw0124's solution](#)

**135.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[kidw0124's solution](#)

**136.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[kidw0124's solution](#)

**137.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kidw0124's solution](#)

**138.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[kidw0124's solution](#)

**139.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kidw0124's solution](#)

**140.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kidw0124's solution](#)

**141.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[kidw0124's solution](#)

**142.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[kidw0124's solution](#)

**143.**

1626B

[Minor Reduction](#) · [Tutorial](#)

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

[kidw0124's solution](#)

**144.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[kidw0124's solution](#)

**145.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[kidw0124's solution](#)

**146.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kidw0124's solution](#)

**147.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kidw0124's solution](#)

**148.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[kidw0124's solution](#)

**149.**

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[kidw0124's solution](#)

**150.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kidw0124's solution](#)

**151.**

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[kidw0124's solution](#)

**152.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[kidw0124's solution](#)

**153.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[kidw0124's solution](#)

**154.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[kidw0124's solution](#)

**155.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[kidw0124's solution](#)

**156.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kidw0124's solution](#)

**157.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[kidw0124's solution](#)

**158.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[kidw0124's solution](#)

**159.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[kidw0124's solution](#)

**160.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[kidw0124's solution](#)

**161.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[kidw0124's solution](#)

**162.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[kidw0124's solution](#)

**163.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[kidw0124's solution](#)

**164.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[kidw0124's solution](#)

**165.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[kidw0124's solution](#)

**166.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[kidw0124's solution](#)

**167.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kidw0124's solution](#)

**168.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kidw0124's solution](#)

**169.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kidw0124's solution](#)

**170.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[kidw0124's solution](#)

**171.**

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[kidw0124's solution](#)

**172.**

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kidw0124's solution](#)

**173.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kidw0124's solution](#)

**174.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[kidw0124's solution](#)

**175.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[kidw0124's solution](#)

**176.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[kidw0124's solution](#)

**177.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[kidw0124's solution](#)

**178.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kidw0124's solution](#)

**179.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[kidw0124's solution](#)

**180.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[kidw0124's solution](#)

**181.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[kidw0124's solution](#)

**182.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[kidw0124's solution](#)

**183.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[kidw0124's solution](#)

**184.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[kidw0124's solution](#)

**185.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation  
[kidw0124's solution](#)

**186.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[kidw0124's solution](#)

**187.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[kidw0124's solution](#)

**188.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[kidw0124's solution](#)

**189.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[kidw0124's solution](#)

**190.**

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[kidw0124's solution](#)

**191.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[kidw0124's solution](#)

**192.**

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[kidw0124's solution](#)

**193.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[kidw0124's solution](#)

**194.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[kidw0124's solution](#)

**195.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[kidw0124's solution](#)

**196.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[kidw0124's solution](#)

**197.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[kidw0124's solution](#)

**198.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kidw0124's solution](#)

**199.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[kidw0124's solution](#)

**200.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

geometry, implementation, two pointers

[kidw0124's solution](#)

**201.**

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[kidw0124's solution](#)

**202.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[kidw0124's solution](#)

**203.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[kidw0124's solution](#)

**204.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[kidw0124's solution](#)

**205.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[kidw0124's solution](#)

**206.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[kidw0124's solution](#)

**207.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[kidw0124's solution](#)

**208.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[kidw0124's solution](#)

**209.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[kidw0124's solution](#)

**210.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kidw0124's solution](#)

**211.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory  
[kidw0124's solution](#)

**212.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[kidw0124's solution](#)

**213.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[kidw0124's solution](#)

**214.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[kidw0124's solution](#)

**215.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[kidw0124's solution](#)

**216.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, dsu  
[kidw0124's solution](#)

**217.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[kidw0124's solution](#)

**218.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[kidw0124's solution](#)

**219.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[kidw0124's solution](#)

**220.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[kidw0124's solution](#)

**221.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[kidw0124's solution](#)

**222.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[kidw0124's solution](#)

**223.**

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[kidw0124's solution](#)

**224.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[kidw0124's solution](#)

**225.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kidw0124's solution](#)

**226.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[kidw0124's solution](#)

**227.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[kidw0124's solution](#)

**228.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[kidw0124's solution](#)

**229.**

1651C

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

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[kidw0124's solution](#)

**230.**

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[kidw0124's solution](#)

**231.**

1621B

[Integers Shop](#) · [Tutorial](#)

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

[kidw0124's solution](#)

**232.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[kidw0124's solution](#)

**233.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[kidw0124's solution](#)

**234.**

931D

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

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[kidw0124's solution](#)

**235.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[kidw0124's solution](#)

**236.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[kidw0124's solution](#)

**237.**

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[kidw0124's solution](#)

**238.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[kidw0124's solution](#)

**239.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kidw0124's solution](#)

**240.**

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kidw0124's solution](#)

**241.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[kidw0124's solution](#)

**242.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[kidw0124's solution](#)

**243.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[kidw0124's solution](#)

**244.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kidw0124's solution](#)

**245.**

1678C

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

Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[kidw0124's solution](#)

**246.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[kidw0124's solution](#)

**247.**

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[kidw0124's solution](#)

**248.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[kidw0124's solution](#)

**249.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[kidw0124's solution](#)

**250.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kidw0124's solution](#)

**251.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[kidw0124's solution](#)

**252.**

1113C

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

Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kidw0124's solution](#)

**253.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[kidw0124's solution](#)

**254.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory  
[kidw0124's solution](#)

**255.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees  
[kidw0124's solution](#)

**256.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[kidw0124's solution](#)

**257.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[kidw0124's solution](#)

**258.**

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers  
[kidw0124's solution](#)

**259.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[kidw0124's solution](#)

**260.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[kidw0124's solution](#)

**261.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kidw0124's solution](#)

**262.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[kidw0124's solution](#)

**263.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[kidw0124's solution](#)

**264.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[kidw0124's solution](#)

**265.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kidw0124's solution](#)

**266.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[kidw0124's solution](#)

**267.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[kidw0124's solution](#)

**268.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[kidw0124's solution](#)

**269.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[kidw0124's solution](#)

**270.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[kidw0124's solution](#)

**271.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kidw0124's solution](#)

**272.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[kidw0124's solution](#)

**273.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[kidw0124's solution](#)

**274.**

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[kidw0124's solution](#)

**275.**

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[kidw0124's solution](#)

**276.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[kidw0124's solution](#)

**277.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kidw0124's solution](#)

**278.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[kidw0124's solution](#)

**279.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kidw0124's solution](#)

**280.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kidw0124's solution](#)

**281.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[kidw0124's solution](#)

**282.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[kidw0124's solution](#)

**283.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[kidw0124's solution](#)

**284.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[kidw0124's solution](#)

**285.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[kidw0124's solution](#)

**286.**

1719D1

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

Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[kidw0124's solution](#)

**287.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[kidw0124's solution](#)

**288.**

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[kidw0124's solution](#)

**289.**

1870D

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**290.**

1867D

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**291.**

1845D

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**292.**

1841C

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1768D

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**294.**

1759F

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**295.**

1678B2

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**296.**

1635D

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**297.**

271D

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Quality: 14,011 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

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**298.**

1397D

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1152C

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**303.**

2053E

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1902D

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**307.**

1891D

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**309.**

1887A2

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**310.**

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**311.**

1866C

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**312.**

1627D

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1602D

[Frog Traveler](#) · [Tutorial](#)

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**314.**

1593D2

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**315.**

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**316.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
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**317.**

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
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**318.**

1867E1

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**319.**

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1618F

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1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
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**322.**

1731E

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**324.**

1616D

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**325.**

1391D

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**326.**

1129B

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**327.**

2031E

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**328.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

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**329.**

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings  
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**330.**

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[Transitive Graph](#) · [Tutorial](#)

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**331.**

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

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**332.**

1866H

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**333.**

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

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**334.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

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**335.**

1621D

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**336.**

2118D2

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Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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**337.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

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**338.**

1806E

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**339.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

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**340.**

2057E1

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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2028E

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**342.**

1790G

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**343.**

1866D

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**344.**

1783E

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1768E

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**346.**

1629E

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Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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**347.**

2118E

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**348.**

1882E1

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**349.**

1866M

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1956E1

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Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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**351.**

2002F1

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**352.**

1020E

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Rating: 3000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs

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**353.**

2219C

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**354.**

2219B2

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Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kidw0124's solution](#)

**355.**

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

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**356.**

2219A

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**357.**

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**358.**

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**360.**

104990B

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**362.**

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**365.**

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104670C

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**369.**

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**370.**

104670A

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**371.**

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**372.**

104670J

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**373.**

104670K

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