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Unique solved — king-pankevich.acoolguy

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

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Count: 1,480

1.

2172A

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2.

2098A

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3.

1994A

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Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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4.

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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5.

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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6.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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7.

1969A

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8.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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9.

1923A

[Moving Chips](#) · [Tutorial](#)

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10.

1946A

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11.

1948A

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12.

1890B

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13.

1890A

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14.

1870A

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15.

1867A

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16.

1864A

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17.

1863A

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18.

1774A

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19.

1843C

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20.

1843B

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21.

1843A

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22.

1847A

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23.

1844A

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24.

1845A

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25.

1842A

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26.

1761A

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27.

1841A

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28.

1818A

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29.

854A

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30.

1821A

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31.

1814A

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32.

1805B

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33.

1805A

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34.

1810B

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35.

1810A

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36.

1775A1

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37.

1804A

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38.

1749A

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39.

1794A

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40.

1796A

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41.

1799A

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42.

1788A

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43.

1787A

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44.

1792A

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Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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45.

1780A

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46.

1782A

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[king-pankevich.acoolguy's solution](#)

47.

1783A

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[king-pankevich.acoolguy's solution](#)

48.

1768A

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[king-pankevich.acoolguy's solution](#)

49.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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50.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[king-pankevich.acoolguy's solution](#)

51.

1764A

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Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[king-pankevich.acoolguy's solution](#)

52.

1729B

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Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[king-pankevich.acoolguy's solution](#)

53.

1729A

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54.

1638A

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[king-pankevich.acoolguy's solution](#)

55.

1632A

[ABC](#) · [Tutorial](#)

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[king-pankevich.acoolguy's solution](#)

56.

1617A

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[king-pankevich.acoolguy's solution](#)

57.

1672B

[I love AAAB](#) · [Tutorial](#)

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58.

1672A

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59.

1656A

[Good Pairs](#) · [Tutorial](#)

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60.

1657B

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61.

1657A

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62.

1654B

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[king-pankevich.acoolguy's solution](#)

63.

1654A

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

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[king-pankevich.acoolguy's solution](#)

64.

1651B

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Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[king-pankevich.acoolguy's solution](#)

65.

1651A

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Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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66.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[king-pankevich.acoolguy's solution](#)

67.

1625A

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[king-pankevich.acoolguy's solution](#)

68.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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69.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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70.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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71.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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72.

1594A

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73.

1566B

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74.

1566A

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75.

1556A

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76.

1552A

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77.

1553A

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78.

1530B

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Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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79.

1530A

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80.

1539B

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81.

1534A

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82.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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83.

1523A

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84.

1482A

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- 85.**
1491A
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- 86.**
1492A
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1428A
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- 95.**
1408A
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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

96.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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97.

1400A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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98.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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99.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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100.

1398B

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Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
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101.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[king-pankevich.acoolguy's solution](#)

102.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[king-pankevich.acoolguy's solution](#)

103.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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104.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[king-pankevich.acoolguy's solution](#)

105.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[king-pankevich.acoolguy's solution](#)

106.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[king-pankevich.acoolguy's solution](#)

107.

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

[king-pankevich.acoolguy's solution](#)

108.

1358A

[Park Lighting · Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

109.

1353B

[Two Arrays And Swaps · Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[king-pankevich.acoolguy's solution](#)

110.

1353A

[Most Unstable Array · Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)

111.

1351A

[A+B \(Trial Problem\) · Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

112.

1348A

[Phoenix and Balance · Tutorial](#)

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

113.

1343B

[Balanced Array · Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

114.

1335A

[Candies and Two Sisters · Tutorial](#)

Quality: 104,817 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

115.

1194A

[Remove a Progression · Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · last AC: 2020-04-01 · GNU C++11 (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

116.

1269A

[Equation · Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[king-pankevich.acoolguy's solution](#)

117.

673A

[Bear and Game · Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

118.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[king-pankevich.acoolguy's solution](#)

119.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

120.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

121.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[king-pankevich.acoolguy's solution](#)

122.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

123.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

124.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

125.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

126.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

127.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

128.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

129.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

130.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,088 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[king-pankevich.acoolguy's solution](#)

131.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

132.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,842 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[king-pankevich.acoolguy's solution](#)

133.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

134.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

135.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[king-pankevich.acoolguy's solution](#)

136.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

137.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

138.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

139.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

140.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[king-pankevich.acoolguy's solution](#)

141.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

142.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

143.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

144.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

145.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

146.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[king-pankevich.acoolguy's solution](#)

147.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[king-pankevich.acoolguy's solution](#)

148.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings
[king-pankevich.acoolguy's solution](#)

149.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[king-pankevich.acoolguy's solution](#)

150.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · last AC: 2019-09-10 · Python 3 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

151.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

152.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[king-pankevich.acoolguy's solution](#)

153.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[king-pankevich.acoolguy's solution](#)

154.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 800 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[king-pankevich.acoolguy's solution](#)

155.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

156.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[king-pankevich.acoolguy's solution](#)

157.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

158.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

159.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[king-pankevich.acoolguy's solution](#)

160.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[king-pankevich.acoolguy's solution](#)

161.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

162.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,567 global accepts · Rating: 800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

163.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

164.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: greedy

[king-pankevich.acoolguy's solution](#)

165.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[king-pankevich.acoolguy's solution](#)

166.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

167.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · last AC: 2019-06-26 · PyPy 3 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

168.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,115 global accepts · Rating: 800 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[king-pankevich.acoolguy's solution](#)

169.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

170.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,437 global accepts · Rating: 800 · first AC: 2019-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings

[king-pankevich.acoolguy's solution](#)

171.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

172.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,384 global accepts · Rating: 800 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[king-pankevich.acoolguy's solution](#)

173.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[king-pankevich.acoolguy's solution](#)

174.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[king-pankevich.acoolguy's solution](#)

175.

1185A

[Ropewalkers](#) · [Tutorial](#)

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

[king-pankevich.acoolguy's solution](#)

176.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[king-pankevich.acoolguy's solution](#)

177.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[king-pankevich.acoolguy's solution](#)

178.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

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

[king-pankevich.acoolguy's solution](#)

179.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · PyPy 3 (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

180.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · PyPy 3 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

181.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2018-12-23 · Python 3 (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

182.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: sortings

[king-pankevich.acoolguy's solution](#)

183.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

184.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[king-pankevich.acoolguy's solution](#)

185.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

186.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[king-pankevich.acoolguy's solution](#)

187.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

188.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[king-pankevich.acoolguy's solution](#)

189.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[king-pankevich.acoolguy's solution](#)

190.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[king-pankevich.acoolguy's solution](#)

191.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[king-pankevich.acoolguy's solution](#)

192.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[king-pankevich.acoolguy's solution](#)

193.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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194.

1764B

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195.

1617B

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196.

1609A

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197.

1588A

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Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

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198.

1606A

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199.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

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200.

1559A

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201.

1427A

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202.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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203.

1401A

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204.

1380A

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205.

1354A

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206.

1351B

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Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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207.

1343A

[Candies](#) · [Tutorial](#)

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208.

1335B

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Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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209.

1339A

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210.

1330A

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211.

598A

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212.

1326B

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Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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213.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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214.

1296B

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215.

1291A

[Even But Not Even](#) · [Tutorial](#)

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216.

1295A

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Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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217.

405A

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218.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
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219.

1279A

[New Year Garland](#) · [Tutorial](#)

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220.

1282A

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Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

221.

1225A

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222.

1248B

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223.

1107A

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224.

1169A

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225.

1238A

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226.

1216B

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227.

1213A

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228.

1208A

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229.

115A

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230.

1204B

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Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math
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231.

1206B

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232.

977B

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233.

1201A

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234.

1141B

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235.

814A

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[king-pankevich.acoolguy's solution](#)

236.

1197A

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237.

1187A

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238.

1183B

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[king-pankevich.acoolguy's solution](#)

239.

1144B

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240.

160A

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241.

1175A

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242.

1166A

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243.

1138A

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244.

1132B

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Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · Python 3 (first AC) · Tags: greedy, sortings
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245.

1969B

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246.

1847B

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247.

1844B

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248.

1761B

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249.

1841B

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[king-pankevich.acoolguy's solution](#)

250.

1816B

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251.

1804B

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252.

1796B

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253.

1566C

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254.

1785A

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255.

1782B

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256.

1632B

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257.

1539A

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258.

1469B

[Red and Blue](#) · [Tutorial](#)

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[king-pankevich.acoolguy's solution](#)

259.

1469A

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260.

1090M

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Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

261.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

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262.

1419D1

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[king-pankevich.acoolguy's solution](#)

263.

1418A

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264.

1359B

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265.

1359A

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266.

1358B

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267.

1353C

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Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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268.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

269.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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270.

1326A

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Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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271.

1312B

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Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[king-pankevich.acoolguy's solution](#)

272.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

273.

1139B

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274.

1293B

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[king-pankevich.acoolguy's solution](#)

275.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

276.

1266A

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Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[king-pankevich.acoolguy's solution](#)

277.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[king-pankevich.acoolguy's solution](#)

278.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

279.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

280.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[king-pankevich.acoolguy's solution](#)

281.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
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282.

1245A

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Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[king-pankevich.acoolguy's solution](#)

283.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

284.

1249B1

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Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[king-pankevich.acoolguy's solution](#)

285.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[king-pankevich.acoolguy's solution](#)

286.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

287.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[king-pankevich.acoolguy's solution](#)

288.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[king-pankevich.acoolguy's solution](#)

289.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

290.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[king-pankevich.acoolguy's solution](#)

291.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[king-pankevich.acoolguy's solution](#)

292.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,845 global accepts · Rating: 1000 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

293.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[king-pankevich.acoolguy's solution](#)

294.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

295.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

296.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: geometry, math

[king-pankevich.acoolguy's solution](#)

297.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

298.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · last AC: 2019-07-23 · PyPy 3 (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

299.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

300.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[king-pankevich.acoolguy's solution](#)

301.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

302.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,824 global accepts · Rating: 1000 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[king-pankevich.acoolguy's solution](#)

303.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

304.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[king-pankevich.acoolguy's solution](#)

305.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[king-pankevich.acoolguy's solution](#)

306.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2019-06-23 · Python 3 (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

307.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

308.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

309.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[king-pankevich.acoolguy's solution](#)

310.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[king-pankevich.acoolguy's solution](#)

311.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,292 global accepts · Rating: 1000 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[king-pankevich.acoolguy's solution](#)

312.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

313.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-07 · Python 3 (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

314.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)

315.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[king-pankevich.acoolguy's solution](#)

316.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

317.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[king-pankevich.acoolguy's solution](#)

318.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[king-pankevich.acoolguy's solution](#)

319.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[king-pankevich.acoolguy's solution](#)

320.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[king-pankevich.acoolguy's solution](#)

321.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[king-pankevich.acoolguy's solution](#)

322.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

323.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[king-pankevich.acoolguy's solution](#)

324.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[king-pankevich.acoolguy's solution](#)

325.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[king-pankevich.acoolguy's solution](#)

326.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[king-pankevich.acoolguy's solution](#)

327.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[king-pankevich.acoolguy's solution](#)

328.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

329.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

330.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

331.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings

[king-pankevich.acoolguy's solution](#)

332.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[king-pankevich.acoolguy's solution](#)

333.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[king-pankevich.acoolguy's solution](#)

334.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[king-pankevich.acoolguy's solution](#)

335.

1616B

[Mirror in the String](#) · Tutorial

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[king-pankevich.acoolguy's solution](#)

336.

1609B

[William the Vigilant](#) · Tutorial

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[king-pankevich.acoolguy's solution](#)

337.

1606B

[Update Files](#) · Tutorial

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

338.

1594B

[Special Numbers](#) · Tutorial

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[king-pankevich.acoolguy's solution](#)

339.

1566D1

[Seating Arrangements \(easy version\)](#) · Tutorial

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[king-pankevich.acoolguy's solution](#)

340.

1534B

[Histogram Ugliness](#) · Tutorial

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

341.

1523B

[Lord of the Values](#) · Tutorial

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

342.

1492B

[Card Deck](#) · Tutorial

Quality: 20,424 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[king-pankevich.acoolguy's solution](#)

343.

618B

[Guess the Permutation](#) · Tutorial

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

344.

1413B

[A New Technique](#) · Tutorial

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

345.

1421B

[Putting Bricks in the Wall](#) · Tutorial

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[king-pankevich.acoolguy's solution](#)

346.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[king-pankevich.acoolguy's solution](#)

347.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[king-pankevich.acoolguy's solution](#)

348.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

349.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)

350.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

351.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[king-pankevich.acoolguy's solution](#)

352.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[king-pankevich.acoolguy's solution](#)

353.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[king-pankevich.acoolguy's solution](#)

354.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

355.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[king-pankevich.acoolguy's solution](#)

356.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[king-pankevich.acoolguy's solution](#)

357.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

358.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

359.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[king-pankevich.acoolguy's solution](#)

360.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

361.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[king-pankevich.acoolguy's solution](#)

362.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[king-pankevich.acoolguy's solution](#)

363.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

364.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[king-pankevich.acoolguy's solution](#)

365.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

366.

1132A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[king-pankevich.acoolguy's solution](#)

367.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[king-pankevich.acoolguy's solution](#)

368.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[king-pankevich.acoolguy's solution](#)

369.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[king-pankevich.acoolguy's solution](#)

370.

368B

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

Quality: 49,908 global accepts · Rating: 1100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, dp
[king-pankevich.acoolguy's solution](#)

371.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[king-pankevich.acoolguy's solution](#)

372.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

373.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

374.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

375.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[king-pankevich.acoolguy's solution](#)

376.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[king-pankevich.acoolguy's solution](#)

377.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy,

implementation

[king-pankevich.acoolguy's solution](#)

378.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[king-pankevich.acoolguy's solution](#)

379.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[king-pankevich.acoolguy's solution](#)

380.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[king-pankevich.acoolguy's solution](#)

381.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)

382.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

383.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[king-pankevich.acoolguy's solution](#)

384.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

385.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

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386.

1594C

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387.

1559C

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388.

1553C

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389.

1530C

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390.

1539C

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391.

1495A

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392.

1491B

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1437B

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394.

1428B

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1419B

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396.

1392C

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397.

1375B

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398.

1363A

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1354B

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400.

1355B

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401.

1355A

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402.

1343C

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403.

1131C

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404.

1339B

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405.

1334A

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406.

298B

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407.

1327B

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408.

1305B

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409.

1315C

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410.

1294B

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411.

1270B

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412.

1272C

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413.

1272B

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414.

1227B

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415.

1257C

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416.

1245B

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417.

1130B

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418.

1213C

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419.

1207B

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420.

1143B

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421.

1203B

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422.

1200B

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423.

1097B

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424.

1196B

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425.

1184A1

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426.

492B

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427.

1051A

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428.

1185B

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429.

1185C1

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430.

1174B

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431.

1133C

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432.

1133B

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433.

2172M

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434.

1943A

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435.

1948C

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436.

1890C

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437.

1870C

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438.

1867C

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439.

1868A

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440.

1864C

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441.

1774C

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442.

1844C

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443.

1603A

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444.

1821C

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445.

1819A

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446.

1815A

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447.

1810C

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448.

1775B

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449.

1794C

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450.

1788C

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451.

1768C

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452.

1182B

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453.

1638C

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454.

1617C

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455.

1667A

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456.

1615B

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457.

1594E1

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458.

1556B

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459.

1558A

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[king-pankevich.acoolguy's solution](#)

460.

1553B

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461.

1534C

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462.

1470A

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463.

1466C

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464.

1090A

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465.

1422B

[Nice Matrix](#) · Tutorial

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[king-pankevich.acoolguy's solution](#)

466.

1418B

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Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[king-pankevich.acoolguy's solution](#)

467.

1407B

[Big Vova](#) · Tutorial

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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468.

1401C

[Mere Array](#) · Tutorial

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[king-pankevich.acoolguy's solution](#)

469.

1381A1

[Prefix Flip \(Easy Version\)](#) · Tutorial

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

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470.

1365B

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Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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471.

673B

[Problems for Round](#) · Tutorial

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

472.

900B

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Quality: 8,377 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[king-pankevich.acoolguy's solution](#)

473.

304C

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Rating: 1300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

474.

598B

[Queries on a String](#) · [Tutorial](#)

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475.

298A

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476.

1326C

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Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
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477.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[king-pankevich.acoolguy's solution](#)

478.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
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479.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[king-pankevich.acoolguy's solution](#)

480.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[king-pankevich.acoolguy's solution](#)

481.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[king-pankevich.acoolguy's solution](#)

482.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[king-pankevich.acoolguy's solution](#)

483.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[king-pankevich.acoolguy's solution](#)

484.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

485.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[king-pankevich.acoolguy's solution](#)

486.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[king-pankevich.acoolguy's solution](#)

487.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[king-pankevich.acoolguy's solution](#)

488.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[king-pankevich.acoolguy's solution](#)

489.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[king-pankevich.acoolguy's solution](#)

490.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[king-pankevich.acoolguy's solution](#)

491.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[king-pankevich.acoolguy's solution](#)

492.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[king-pankevich.acoolguy's solution](#)

493.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[king-pankevich.acoolguy's solution](#)

494.

1216D

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Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

495.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[king-pankevich.acoolguy's solution](#)

496.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[king-pankevich.acoolguy's solution](#)

497.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[king-pankevich.acoolguy's solution](#)

498.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[king-pankevich.acoolguy's solution](#)

499.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[king-pankevich.acoolguy's solution](#)

500.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

501.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[king-pankevich.acoolguy's solution](#)

502.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[king-pankevich.acoolguy's solution](#)

503.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[king-pankevich.acoolguy's solution](#)

504.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[king-pankevich.acoolguy's solution](#)

505.

2098B

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

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[king-pankevich.acoolguy's solution](#)

506.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[king-pankevich.acoolguy's solution](#)

507.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[king-pankevich.acoolguy's solution](#)

508.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[king-pankevich.acoolguy's solution](#)

509.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[king-pankevich.acoolguy's solution](#)

510.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[king-pankevich.acoolguy's solution](#)

511.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[king-pankevich.acoolguy's solution](#)

512.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[king-pankevich.acoolguy's solution](#)

513.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[king-pankevich.acoolguy's solution](#)

514.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[king-pankevich.acoolguy's solution](#)

515.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[king-pankevich.acoolguy's solution](#)

516.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[king-pankevich.acoolguy's solution](#)

517.

1830A

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

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

[king-pankevich.acoolguy's solution](#)

518.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

519.

1758C

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Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[king-pankevich.acoolguy's solution](#)

520.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[king-pankevich.acoolguy's solution](#)

521.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[king-pankevich.acoolguy's solution](#)

522.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

523.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[king-pankevich.acoolguy's solution](#)

524.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation,

number theory, schedules, two pointers

[king-pankevich.acoolguy's solution](#)

525.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[king-pankevich.acoolguy's solution](#)

526.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[king-pankevich.acoolguy's solution](#)

527.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[king-pankevich.acoolguy's solution](#)

528.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

529.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

530.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[king-pankevich.acoolguy's solution](#)

531.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

532.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)

533.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[king-pankevich.acoolguy's solution](#)

534.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

535.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[king-pankevich.acoolguy's solution](#)

536.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[king-pankevich.acoolguy's solution](#)

537.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[king-pankevich.acoolguy's solution](#)

538.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[king-pankevich.acoolguy's solution](#)

539.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[king-pankevich.acoolguy's solution](#)

540.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[king-pankevich.acoolguy's solution](#)

541.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

542.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[king-pankevich.acoolguy's solution](#)

543.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[king-pankevich.acoolguy's solution](#)

544.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[king-pankevich.acoolguy's solution](#)

545.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

546.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[king-pankevich.acoolguy's solution](#)

547.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[king-pankevich.acoolguy's solution](#)

548.

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[king-pankevich.acoolguy's solution](#)

549.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

550.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[king-pankevich.acoolguy's solution](#)

551.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[king-pankevich.acoolguy's solution](#)

552.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

553.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[king-pankevich.acoolguy's solution](#)

554.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[king-pankevich.acoolguy's solution](#)

555.

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[king-pankevich.acoolguy's solution](#)

556.

1277C

[As Simple as One and Two · Tutorial](#)

Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[king-pankevich.acoolguy's solution](#)

557.

1266C

[Diverse Matrix · Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[king-pankevich.acoolguy's solution](#)

558.

1256B

[Minimize the Permutation · Tutorial](#)

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[king-pankevich.acoolguy's solution](#)

559.

1245C

[Constanze's Machine · Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[king-pankevich.acoolguy's solution](#)

560.

1228B

[Filling the Grid · Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

561.

1130C

[Connect · Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu
[king-pankevich.acoolguy's solution](#)

562.

1108D

[Diverse Garland · Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[king-pankevich.acoolguy's solution](#)

563.

489C

[Given Length and Sum of Digits... · Tutorial](#)

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[king-pankevich.acoolguy's solution](#)

564.

479C

[Exams · Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2019-08-21 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: greedy, sortings
[king-pankevich.acoolguy's solution](#)

565.

1143C

[Queen · Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[king-pankevich.acoolguy's solution](#)

566.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[king-pankevich.acoolguy's solution](#)

567.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[king-pankevich.acoolguy's solution](#)

568.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings
[king-pankevich.acoolguy's solution](#)

569.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp
[king-pankevich.acoolguy's solution](#)

570.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings
[king-pankevich.acoolguy's solution](#)

571.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[king-pankevich.acoolguy's solution](#)

572.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[king-pankevich.acoolguy's solution](#)

573.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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574.

748C

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Quality: 4,856 global accepts · Rating: 1400 · first AC: 2019-06-10 · PyPy 3 (first AC) · Tags: constructive algorithms, math
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575.

1774B

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576.

1842C

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577.

1817A

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578.

1814C

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579.

1208B

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580.

1804C

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581.

1792C

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582.

1651C

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583.

1621B

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584.

1552B

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585.

1553D

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586.

1545A

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587.

1482B

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588.

1043C

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589.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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590.

1466D

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[king-pankevich.acoolguy's solution](#)

591.

1439A1

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[king-pankevich.acoolguy's solution](#)

592.

1408C

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[king-pankevich.acoolguy's solution](#)

593.

1416A

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[king-pankevich.acoolguy's solution](#)

594.

1419D2

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Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[king-pankevich.acoolguy's solution](#)

595.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

596.

1418C

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597.

1400C

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

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598.

1391C

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[king-pankevich.acoolguy's solution](#)

599.

1368C

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[king-pankevich.acoolguy's solution](#)

600.

1368B

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601.

1352F

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602.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[king-pankevich.acoolguy's solution](#)

603.

1180B

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Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

604.

1338A

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[king-pankevich.acoolguy's solution](#)

605.

1332C

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[king-pankevich.acoolguy's solution](#)

606.

673C

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[king-pankevich.acoolguy's solution](#)

607.

495C

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Rating: 1500 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

608.

1326D1

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[king-pankevich.acoolguy's solution](#)

609.

1325C

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[king-pankevich.acoolguy's solution](#)

610.

1313C1

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[king-pankevich.acoolguy's solution](#)

611.

1304C

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[king-pankevich.acoolguy's solution](#)

612.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[king-pankevich.acoolguy's solution](#)

613.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[king-pankevich.acoolguy's solution](#)

614.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[king-pankevich.acoolguy's solution](#)

615.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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616.

1296C

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Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[king-pankevich.acoolguy's solution](#)

617.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[king-pankevich.acoolguy's solution](#)

618.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[king-pankevich.acoolguy's solution](#)

619.

1265C

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Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[king-pankevich.acoolguy's solution](#)

620.

1243C

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Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[king-pankevich.acoolguy's solution](#)

621.

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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622.

1133D

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[king-pankevich.acoolguy's solution](#)

623.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[king-pankevich.acoolguy's solution](#)

624.

1236B

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625.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

626.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[king-pankevich.acoolguy's solution](#)

627.

1166C

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Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-09-10 · last AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[king-pankevich.acoolguy's solution](#)

628.

1213D1

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Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[king-pankevich.acoolguy's solution](#)

629.

1207C

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[king-pankevich.acoolguy's solution](#)

630.

1203E

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631.

1201B

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632.

1196C

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Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

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633.

1195D1

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Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[king-pankevich.acoolguy's solution](#)

634.

1180C

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Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[king-pankevich.acoolguy's solution](#)

635.

1051C

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[king-pankevich.acoolguy's solution](#)

636.

2172F

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Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

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637.

1994C

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[king-pankevich.acoolguy's solution](#)

638.

1968E

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639.

1928C

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Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[king-pankevich.acoolguy's solution](#)

640.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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641.

1603B

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[king-pankevich.acoolguy's solution](#)

642.

1801A

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Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
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643.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[king-pankevich.acoolguy's solution](#)

644.

1336A

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645.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[king-pankevich.acoolguy's solution](#)

646.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[king-pankevich.acoolguy's solution](#)

647.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[king-pankevich.acoolguy's solution](#)

648.

1779C

[Least Prefix Sum](#) · Tutorial

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[king-pankevich.acoolguy's solution](#)

649.

1632C

[Strange Test](#) · Tutorial

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[king-pankevich.acoolguy's solution](#)

650.

1615C

[Menorah](#) · Tutorial

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[king-pankevich.acoolguy's solution](#)

651.

1609D

[Social Network](#) · Tutorial

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[king-pankevich.acoolguy's solution](#)

652.

1530D

[Secret Santa](#) · Tutorial

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[king-pankevich.acoolguy's solution](#)

653.

1539D

[PriceFixed](#) · Tutorial

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[king-pankevich.acoolguy's solution](#)

654.

1523C

[Compression and Expansion](#) · Tutorial

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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655.

1503A

[Balance the Bits](#) · Tutorial

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[king-pankevich.acoolguy's solution](#)

656.

1482C

[Basic Diplomacy](#) · Tutorial

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[king-pankevich.acoolguy's solution](#)

657.

916C

[Jamie and Interesting Graph](#) · Tutorial

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
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658.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[king-pankevich.acoolguy's solution](#)

659.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[king-pankevich.acoolguy's solution](#)

660.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[king-pankevich.acoolguy's solution](#)

661.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[king-pankevich.acoolguy's solution](#)

662.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[king-pankevich.acoolguy's solution](#)

663.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[king-pankevich.acoolguy's solution](#)

664.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[king-pankevich.acoolguy's solution](#)

665.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[king-pankevich.acoolguy's solution](#)

666.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
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667.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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668.

1344A

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669.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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670.

1342C

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671.

1334C

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Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[king-pankevich.acoolguy's solution](#)

672.

673D

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

Rating: 1600 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
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673.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[king-pankevich.acoolguy's solution](#)

674.

297B

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Quality: 3,766 global accepts · Rating: 1600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[king-pankevich.acoolguy's solution](#)

675.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[king-pankevich.acoolguy's solution](#)

676.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
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677.

1291C

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Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
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678.

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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679.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

680.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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681.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[king-pankevich.acoolguy's solution](#)

682.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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683.

1225C

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Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[king-pankevich.acoolguy's solution](#)

684.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[king-pankevich.acoolguy's solution](#)

685.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[king-pankevich.acoolguy's solution](#)

686.

1234D

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Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[king-pankevich.acoolguy's solution](#)

687.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[king-pankevich.acoolguy's solution](#)

688.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[king-pankevich.acoolguy's solution](#)

689.

825B

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[king-pankevich.acoolguy's solution](#)

690.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation
[king-pankevich.acoolguy's solution](#)

691.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

692.

1184D1

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Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation
[king-pankevich.acoolguy's solution](#)

693.

1822G1

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[king-pankevich.acoolguy's solution](#)

694.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[king-pankevich.acoolguy's solution](#)

695.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[king-pankevich.acoolguy's solution](#)

696.

1934C

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Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[king-pankevich.acoolguy's solution](#)

697.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[king-pankevich.acoolguy's solution](#)

698.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[king-pankevich.acoolguy's solution](#)

699.

1868B1

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Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

700.

1864D

[Matrix Cascade](#) · Tutorial

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[king-pankevich.acoolguy's solution](#)

701.

1835A

[k-th equality](#) · Tutorial

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[king-pankevich.acoolguy's solution](#)

702.

1359C

[Mixing Water](#) · Tutorial

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[king-pankevich.acoolguy's solution](#)

703.

1770C

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Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[king-pankevich.acoolguy's solution](#)

704.

1814B

[Long Legs](#) · Tutorial

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[king-pankevich.acoolguy's solution](#)

705.

1810D

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Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[king-pankevich.acoolguy's solution](#)

706.

1799C

[Double Lexicographically Minimum](#) · Tutorial

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[king-pankevich.acoolguy's solution](#)

707.

1792D

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Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[king-pankevich.acoolguy's solution](#)

708.

1783C

[Yet Another Tournament](#) · Tutorial

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[king-pankevich.acoolguy's solution](#)

709.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[king-pankevich.acoolguy's solution](#)

710.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[king-pankevich.acoolguy's solution](#)

711.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy

[king-pankevich.acoolguy's solution](#)

712.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[king-pankevich.acoolguy's solution](#)

713.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[king-pankevich.acoolguy's solution](#)

714.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[king-pankevich.acoolguy's solution](#)

715.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[king-pankevich.acoolguy's solution](#)

716.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[king-pankevich.acoolguy's solution](#)

717.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[king-pankevich.acoolguy's solution](#)

718.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[king-pankevich.acoolguy's solution](#)

719.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[king-pankevich.acoolguy's solution](#)

720.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[king-pankevich.acoolguy's solution](#)

721.

1469D

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Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[king-pankevich.acoolguy's solution](#)

722.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[king-pankevich.acoolguy's solution](#)

723.

1413D

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Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[king-pankevich.acoolguy's solution](#)

724.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[king-pankevich.acoolguy's solution](#)

725.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[king-pankevich.acoolguy's solution](#)

726.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[king-pankevich.acoolguy's solution](#)

727.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[king-pankevich.acoolguy's solution](#)

728.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[king-pankevich.acoolguy's solution](#)

729.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[king-pankevich.acoolguy's solution](#)

730.

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
[king-pankevich.acoolguy's solution](#)

731.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[king-pankevich.acoolguy's solution](#)

732.

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
[king-pankevich.acoolguy's solution](#)

733.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[king-pankevich.acoolguy's solution](#)

734.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[king-pankevich.acoolguy's solution](#)

735.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[king-pankevich.acoolguy's solution](#)

736.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[king-pankevich.acoolguy's solution](#)

737.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[king-pankevich.acoolguy's solution](#)

738.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[king-pankevich.acoolguy's solution](#)

739.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[king-pankevich.acoolguy's solution](#)

740.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[king-pankevich.acoolguy's solution](#)

741.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[king-pankevich.acoolguy's solution](#)

742.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[king-pankevich.acoolguy's solution](#)

743.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[king-pankevich.acoolguy's solution](#)

744.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[king-pankevich.acoolguy's solution](#)

745.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[king-pankevich.acoolguy's solution](#)

746.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[king-pankevich.acoolguy's solution](#)

747.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[king-pankevich.acoolguy's solution](#)

748.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[king-pankevich.acoolguy's solution](#)

749.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[king-pankevich.acoolguy's solution](#)

750.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[king-pankevich.acoolguy's solution](#)

751.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[king-pankevich.acoolguy's solution](#)

752.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[king-pankevich.acoolguy's solution](#)

753.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[king-pankevich.acoolguy's solution](#)

754.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[king-pankevich.acoolguy's solution](#)

755.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[king-pankevich.acoolguy's solution](#)

756.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[king-pankevich.acoolguy's solution](#)

757.

1228C

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1286B

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826.

1969D

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828.

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829.

1847D

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1842D

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831.

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833.

1819B

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834.

1808C

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835.

1801C

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837.

1799D1

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838.

1785B

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839.

1787D

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840.

1656D

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841.

1651D

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842.

1627D

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843.

213B

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844.

1601B

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845.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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846.

1558B

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847.

1545B

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848.

1482D

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939.

1320C

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1131D

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755D

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964.

598E

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1304E

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971.

1934D1

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972.

1868B2

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1864E

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974.

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975.

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980.

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981.

1787E

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985.

1621D

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986.

1606E

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988.

1530E

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431D

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1450C1

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840B

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1000.

1322B

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1001.

1370E

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1363D

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1003.

1354E

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1355E

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1343E

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1217D

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1008.

850B

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1009.

1263E

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1010.

675C

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1012.

1333D

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1013.

1266E

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1166E

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1015.

1203F1

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1016.

1822G2

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2013E

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1092D1

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1019.

1867E2

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1020.

1841E

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1021.

1333F

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1022.

1283F

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1808E1

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1025.

1788E

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1785C

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1027.

1672E

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1028.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
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1029.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
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1030.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
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1031.

1615D

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1032.

1586E

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Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

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1033.

1556E

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1034.

1500B

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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

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1035.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

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1036.

1470D

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Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

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1037.

618D

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Quality: 1,898 global accepts · Rating: 2200 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[king-pankevich.acoolguy's solution](#)

1038.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[king-pankevich.acoolguy's solution](#)

1039.

1407D

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1040.

1400E

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1041.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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1042.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[king-pankevich.acoolguy's solution](#)

1043.

651E

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1044.

1305E

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1045.

1353F

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1046.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
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1047.

1338C

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1048.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
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1049.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
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1050.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
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1051.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
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1052.

1870E

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Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

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1053.

1248E

[Queue in the Train](#) · [Tutorial](#)

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[king-pankevich.acoolguy's solution](#)

1054.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

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1055.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[king-pankevich.acoolguy's solution](#)

1056.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1057.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

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1058.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

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1059.

1824B2

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Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

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1060.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

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1061.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-12-31 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

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1062.

1322C

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1063.

1658D2

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Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

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1064.

1342E

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1065.

1799E

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1066.

1780F

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1067.

1782E

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[king-pankevich.acoolguy's solution](#)

1068.

1783E

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Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[king-pankevich.acoolguy's solution](#)

1069.

1768E

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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1070.

432E

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1071.

1310D

[Tourism](#) · [Tutorial](#)

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1072.

1468M

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1073.

500E

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Quality: 1,582 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[king-pankevich.acoolguy's solution](#)

1074.

294E

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Quality: 1,114 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[king-pankevich.acoolguy's solution](#)

1075.

300D

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1076.

213D

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[king-pankevich.acoolguy's solution](#)

1077.

1250E

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[king-pankevich.acoolguy's solution](#)

1078.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

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1079.

142C

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1080.

858F

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1081.

42D

[Strange town](#) · [Tutorial](#)

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1082.

878B

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1083.

772C

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1084.

808G

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1085.

670F

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1086.

22E

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Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-01-07 · last AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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1087.

558D

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1088.

590D

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1089.

1244F

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1090.

1276C

[Beautiful Rectangle](#) · Tutorial

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

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1091.

1062E

[Company](#) · Tutorial

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[king-pankevich.acoolguy's solution](#)

1092.

762D

[Maximum path](#) · Tutorial

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
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1093.

460D

[Little Victor and Set](#) · Tutorial

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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1094.

1621E

[New School](#) · Tutorial

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[king-pankevich.acoolguy's solution](#)

1095.

1132E

[Knapsack](#) · Tutorial

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

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1096.

1004D

[Sonya and Matrix](#) · Tutorial

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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1097.

652E

[Pursuit For Artifacts](#) · Tutorial

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[king-pankevich.acoolguy's solution](#)

1098.

1096F

[Inversion Expectation](#) · Tutorial

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[king-pankevich.acoolguy's solution](#)

1099.

594A

[Warrior and Archer](#) · Tutorial

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: games

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1100.

808E

[Selling Souvenirs](#) · Tutorial

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search

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1101.

1268C

[K Integers](#) · Tutorial

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

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1102.

732F

[Tourist Reform](#) · Tutorial

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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1103.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[king-pankevich.acoolguy's solution](#)

1104.

1132D

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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1105.

570E

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Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[king-pankevich.acoolguy's solution](#)

1106.

1236D

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Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[king-pankevich.acoolguy's solution](#)

1107.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

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1108.

1292C

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Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

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1109.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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1110.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[king-pankevich.acoolguy's solution](#)

1111.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[king-pankevich.acoolguy's solution](#)

1112.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1113.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

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1114.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[king-pankevich.acoolguy's solution](#)

1115.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[king-pankevich.acoolguy's solution](#)

1116.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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1117.

1536E

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1118.

1396C

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Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

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1119.

1182E

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Quality: 3,329 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

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1120.

1228E

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Quality: 3,453 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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1121.

888G

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1122.

1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1123.

1198D

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Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp
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1124.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
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1125.

1451E2

[Bitwise Queries \(Hard Version\)](#) · Tutorial

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1126.

598C

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1127.

786B

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Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
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1128.

558E

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Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[king-pankevich.acoolguy's solution](#)

1129.

600E

[Lomsat gelral](#) · Tutorial

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
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1130.

1588C

[Game with Stones](#) · Tutorial

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[king-pankevich.acoolguy's solution](#)

1131.

1601C

[Optimal Insertion](#) · Tutorial

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[king-pankevich.acoolguy's solution](#)

1132.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
[king-pankevich.acoolguy's solution](#)

1133.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[king-pankevich.acoolguy's solution](#)

1134.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[king-pankevich.acoolguy's solution](#)

1135.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[king-pankevich.acoolguy's solution](#)

1136.

1090E

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Quality: 676 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[king-pankevich.acoolguy's solution](#)

1137.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[king-pankevich.acoolguy's solution](#)

1138.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[king-pankevich.acoolguy's solution](#)

1139.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[king-pankevich.acoolguy's solution](#)

1140.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[king-pankevich.acoolguy's solution](#)

1141.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[king-pankevich.acoolguy's solution](#)

1142.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[king-pankevich.acoolguy's solution](#)

1143.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[king-pankevich.acoolguy's solution](#)

1144.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[king-pankevich.acoolguy's solution](#)

1145.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[king-pankevich.acoolguy's solution](#)

1146.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[king-pankevich.acoolguy's solution](#)

1147.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[king-pankevich.acoolguy's solution](#)

1148.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[king-pankevich.acoolguy's solution](#)

1149.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[king-pankevich.acoolguy's solution](#)

1150.

1326E

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Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[king-pankevich.acoolguy's solution](#)

1151.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[king-pankevich.acoolguy's solution](#)

1152.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[king-pankevich.acoolguy's solution](#)

1153.

1348E

[Phoenix and Berries](#) · Tutorial

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-06-02 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[king-pankevich.acoolguy's solution](#)

1154.

1523D

[Love-Hate](#) · Tutorial

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[king-pankevich.acoolguy's solution](#)

1155.

1792E

[Divisors and Table](#) · Tutorial

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[king-pankevich.acoolguy's solution](#)

1156.

1780E

[Josuke and Complete Graph](#) · Tutorial

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[king-pankevich.acoolguy's solution](#)

1157.

1779E

[Anya's Simultaneous Exhibition](#) · Tutorial

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[king-pankevich.acoolguy's solution](#)

1158.

1638E

[Colorful Operations](#) · Tutorial

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[king-pankevich.acoolguy's solution](#)

1159.

1667C

[Half Queen Cover](#) · Tutorial

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

1160.

246E

[Blood Cousins Return](#) · Tutorial

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[king-pankevich.acoolguy's solution](#)

1161.

1609E

[William The Oblivious](#) · Tutorial

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[king-pankevich.acoolguy's solution](#)

1162.

1606D

[Red-Blue Matrix](#) · Tutorial

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, sortings

[king-pankevich.acoolguy's solution](#)

1163.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[king-pankevich.acoolguy's solution](#)

1164.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[king-pankevich.acoolguy's solution](#)

1165.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1166.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[king-pankevich.acoolguy's solution](#)

1167.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[king-pankevich.acoolguy's solution](#)

1168.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[king-pankevich.acoolguy's solution](#)

1169.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[king-pankevich.acoolguy's solution](#)

1170.

1374F

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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

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1171.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

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1172.

1358E

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Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

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1173.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[king-pankevich.acoolguy's solution](#)

1174.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1175.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[king-pankevich.acoolguy's solution](#)

1176.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[king-pankevich.acoolguy's solution](#)

1177.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[king-pankevich.acoolguy's solution](#)

1178.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[king-pankevich.acoolguy's solution](#)

1179.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1180.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[king-pankevich.acoolguy's solution](#)

1181.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[king-pankevich.acoolguy's solution](#)

1182.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp,

implementation

[king-pankevich.acoolguy's solution](#)

1183.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[king-pankevich.acoolguy's solution](#)

1184.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[king-pankevich.acoolguy's solution](#)

1185.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[king-pankevich.acoolguy's solution](#)

1186.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[king-pankevich.acoolguy's solution](#)

1187.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[king-pankevich.acoolguy's solution](#)

1188.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[king-pankevich.acoolguy's solution](#)

1189.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[king-pankevich.acoolguy's solution](#)

1190.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[king-pankevich.acoolguy's solution](#)

1191.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[king-pankevich.acoolguy's solution](#)

1192.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[king-pankevich.acoolguy's solution](#)

1193.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[king-pankevich.acoolguy's solution](#)

1194.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[king-pankevich.acoolguy's solution](#)

1195.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[king-pankevich.acoolguy's solution](#)

1196.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[king-pankevich.acoolguy's solution](#)

1197.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[king-pankevich.acoolguy's solution](#)

1198.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[king-pankevich.acoolguy's solution](#)

1199.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[king-pankevich.acoolguy's solution](#)

1200.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[king-pankevich.acoolguy's solution](#)

1201.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[king-pankevich.acoolguy's solution](#)

1202.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[king-pankevich.acoolguy's solution](#)

1203.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[king-pankevich.acoolguy's solution](#)

1204.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[king-pankevich.acoolguy's solution](#)

1205.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[king-pankevich.acoolguy's solution](#)

1206.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[king-pankevich.acoolguy's solution](#)

1207.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[king-pankevich.acoolguy's solution](#)

1208.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[king-pankevich.acoolguy's solution](#)

1209.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[king-pankevich.acoolguy's solution](#)

1210.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[king-pankevich.acoolguy's solution](#)

1211.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[king-pankevich.acoolguy's solution](#)

1212.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[king-pankevich.acoolguy's solution](#)

1213.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[king-pankevich.acoolguy's solution](#)

1214.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[king-pankevich.acoolguy's solution](#)

1215.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[king-pankevich.acoolguy's solution](#)

1216.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[king-pankevich.acoolguy's solution](#)

1217.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[king-pankevich.acoolguy's solution](#)

1218.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[king-pankevich.acoolguy's solution](#)

1219.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[king-pankevich.acoolguy's solution](#)

1220.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[king-pankevich.acoolguy's solution](#)

1221.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[king-pankevich.acoolguy's solution](#)

1222.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[king-pankevich.acoolguy's solution](#)**1223.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[king-pankevich.acoolguy's solution](#)**1224.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[king-pankevich.acoolguy's solution](#)**1225.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[king-pankevich.acoolguy's solution](#)**1226.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[king-pankevich.acoolguy's solution](#)**1227.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[king-pankevich.acoolguy's solution](#)**1228.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[king-pankevich.acoolguy's solution](#)**1229.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[king-pankevich.acoolguy's solution](#)**1230.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[king-pankevich.acoolguy's solution](#)**1231.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[king-pankevich.acoolguy's solution](#)

1232.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[king-pankevich.acoolguy's solution](#)

1233.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[king-pankevich.acoolguy's solution](#)

1234.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[king-pankevich.acoolguy's solution](#)

1235.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1236.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[king-pankevich.acoolguy's solution](#)

1237.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[king-pankevich.acoolguy's solution](#)

1238.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[king-pankevich.acoolguy's solution](#)

1239.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[king-pankevich.acoolguy's solution](#)

1240.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[king-pankevich.acoolguy's solution](#)

1241.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[king-pankevich.acoolguy's solution](#)

1242.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[king-pankevich.acoolguy's solution](#)

1243.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[king-pankevich.acoolguy's solution](#)

1244.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[king-pankevich.acoolguy's solution](#)

1245.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[king-pankevich.acoolguy's solution](#)

1246.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[king-pankevich.acoolguy's solution](#)

1247.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[king-pankevich.acoolguy's solution](#)

1248.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[king-pankevich.acoolguy's solution](#)

1249.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[king-pankevich.acoolguy's solution](#)

1250.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[king-pankevich.acoolguy's solution](#)

1251.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[king-pankevich.acoolguy's solution](#)

1252.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[king-pankevich.acoolguy's solution](#)

1253.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1254.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[king-pankevich.acoolguy's solution](#)

1255.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[king-pankevich.acoolguy's solution](#)

1256.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[king-pankevich.acoolguy's solution](#)

1257.

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1258.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1259.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1260.

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1261.

105461L

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1262.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1263.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1264.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1265.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1266.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[king-pankevich.acoolguy's solution](#)

1267.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[king-pankevich.acoolguy's solution](#)

1268.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1269.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1270.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1271.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1272.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1273.

103049C

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1274.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1275.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1276.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1277.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1278.

104020K

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

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1279.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1280.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1281.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1282.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1283.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1284.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1285.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1286.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1287.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1288.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1289.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1290.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1291.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1292.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1293.

101666M

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1294.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1295.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1296.

101490H

[Multiplying Digits](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1297.

101490D

[Bridge Automation](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1298.

101490K

[Safe Racing](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1299.

101490E

[Charles in Charge](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1300.

101490J

[Programming Tutors](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1301.

101490C

[Brexit](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1302.

101490B

[Battle Simulation](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1303.

101490L

[Sticky Situation](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1304.

101490I

[Older Brother](#) · Tutorial

Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1305.

1812D

[Trivial Conjecture](#) · Tutorial

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[king-pankevich.acoolguy's solution](#)

1306.

1812B

[Was it Rated?](#) · Tutorial

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[king-pankevich.acoolguy's solution](#)

1307.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[king-pankevich.acoolguy's solution](#)

1308.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[king-pankevich.acoolguy's solution](#)

1309.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1310.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1311.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1312.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1313.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1314.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1315.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1316.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1317.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1318.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1319.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1320.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1321.

102411D

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1322.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1323.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1324.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1325.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1326.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1327.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1328.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1329.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1330.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1331.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1332.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1333.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1334.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1335.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1336.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1337.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1338.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1339.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1340.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1341.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1342.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1343.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1344.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1345.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1346.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1347.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1348.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1349.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1350.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1351.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1352.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1353.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1354.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1355.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1356.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1357.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1358.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1359.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1360.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1361.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1362.

102392F

[Game on a Tree](#) · Tutorial

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1363.

102392D

[Cycle String?](#) · Tutorial

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1364.

102392G

[Projection](#) · Tutorial

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1365.

102392I

[Absolute Game](#) · Tutorial

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1366.

102392J

[Graph and Cycles](#) · Tutorial

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1367.

102785K

[Meson Collider](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1368.

102785E

[Hanoi Tower](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1369.

102785F

[Pebbles](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1370.

102785I

[Noughts and crosses](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1371.

102785C

[Dimensions](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[king-pankevich.acoolguy's solution](#)

1372.

102785G

[Non-random numbers](#) · Tutorial

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1373.

102785J

[R u really ready? · Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1374.

102785H

[A self-describing sequence · Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1375.

102785D

[We were trying to share an orange ... · Tutorial](#)

Rating: — · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1376.

102785B

[Gremlins attack! · Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1377.

102785A

[A lazy controller · Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1378.

101979H

[A65D\\$D 1D4@C3đ](#)

Rating: — · first AC: 2020-09-18 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1379.

102962A

[Parking Problem · Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1380.

100767C

[BD*00D 8](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1381.

100767B

[A65D\\$D Cä4C0Dò ;Cä4C=0](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1382.

100767A

[A65D\\$D Cä5CÄ 4C,,:Cä9 Cò@C,,@Cä4CP](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1383.

100766C

[ASKD,8C\\$:C 6CT<DtCC4>CÄ](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1384.

100766B

[A00A0D\\$=C,,:](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1385.

100766A

[A 7D\\$xCÄ0D\\$8Df5D :C,,5 CD@D47DÄO](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1386.

1029354

[A E=D\\$5CÔ=C](#)

Rating: — · first AC: 2021-01-25 · last AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1387.

1024793

[A->D4C@D @D4BC,,=Cä9](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1388.

101636F

[Aô00ô4C<C,,O 2](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1389.

101636J

[B-0012G5Df5CÔ8CR A Cª>CôLDô<C€](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1390.

101636E

[A45D0xC CDAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1391.

101636G

[A000faj](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1392.

101636C

[A#CÔD C,,3D4@C FC,,>CÔ=D`9 DD0C”;](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1393.

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1394.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1395.

101636K

[B TQ,HCCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1396.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1397.

101187F

[A@C@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1398.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1399.

101187C

[A4\\$D#D`5 C`KCd8](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1400.

101187B

[A 2D\\$C CD](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1401.

101187D

[IQ D\\$5D#E CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1402.

101187I

[AäD#C CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1403.

101187K

[«A,,ACR;DäGC ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1404.

101187A

[A1\\$C>D\\$KCR AC`8D\\$;C€](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1405.

100850E

[A1CÔ0CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1406.

100850C

[B,TCä;DÄ=C O CD5CÄ>Cæ@C BC,,O](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1407.

100850K

[BTC&D](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1408.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1409.

100850J

[Aô@OäAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1410.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1411.

100850I

[AäTCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1412.

100850F

[B TCCæCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1413.

100850A

[A 3DæCÖ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1414.

100549C

[A\\$5D'æD BC\\$5CÔ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1415.

100549E

[A48CöæD\\$5Ct0 Cä1 Cä1Cä1D"´5CÔ=Cä< Cæ>CÔ5](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1416.

100549I

[Bt5D5Cö6DT8 C" ?D CCDC](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1417.

100549F

[ATUBD](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1418.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1419.

100549J

[Aç>D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1420.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1421.

100296J

[A10C4@ C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1422.

100296C

[A4=CäçD 8 Aä4C,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1423.

100296H

[A10D*8D"5CÔ=Cä5 D >CT4C,=CT=C,,5](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1424.

100296A

[Aä;C10, 4C\\$>C,,GCÔKCR ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1425.

100296E

[B\\$5CÔ5D >CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1426.

100296I

[Aç5D 5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1427.

100296D

[Aç>C1@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1428.

100296G

[A7@C,7D°](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1429.

100296B

[A4DxCB 'CP](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1430.

102836C

[A5>CjAC?C,,@C <C,,4D°](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1431.

102836J

[ASKDT>CD=Cä9](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1432.

102836H

[A >CöLiD,,>' 1C BD4B](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1433.

102836G

[A >CöLiD,,>CR 7C 4C =C,,5](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1434.

102836D

[A,,3Döi@" C DC,,N](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1435.

102836E

[B7CäeD :C,,9 Cx@CäAD 2Cä@C@](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1436.

102836F

[A7Bö8CÄ0C'LCÖ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1437.

102836B

[A5D5C 8C\\$0CÔ8CR 6C,,6C€](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1438.

102836I

[A7ACT@Cä:D 8CÔ0D\\$>D](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1439.

102836A

[B\\$D0Cä2D'9 Dd5C0BD](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1440.

102420F

[Arithmetic and blocks](#) · Tutorial

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1441.

102420B

[B 80C10Ö0Dò 3D CCô?C](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1442.

102420E

[A 5008\\$KCR ;CTACä@D41D°](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1443.

102420H

[Wedding](#) · Tutorial

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1444.

102420D

[Spell](#) · Tutorial

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1445.

102420K

[Magical XML](#) · Tutorial

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1446.

102420J

[AÄ00i5DD8D CCÄ<C](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1447.

102420A

[AtU04@ Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1448.

101979G

[A CD 3CT@D² 2 <McDuck's>>](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1449.

101979D

[AÇ>0DA\\$@Cä:C, ?Cä4Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1450.

101979I

[A4=Cä<DÄ D,,;D6?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1451.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1452.

101979K

[A70C8D 8CÔB](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1453.

101979L

[AD80ä;Cä<D°](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1454.

101979F

[B4@C02CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1455.

101979C

[AäF D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1456.

102399F

[XOR D,T8DD@ Cä2C =C,,5](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1457.

102399B

[A:8D=CÄAD\\$L D,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1458.

102399H

[BD>C#C# A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1459.

102399J

[A#CÔD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1460.

102399E

[write me! · Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1461.

102399L

[AD>DriC4>C' HC#0D@](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1462.

102399D

[AD&D#C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1463.

102399C

[A.,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C.,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1464.

102399G

[Bd50iKCR BCäGC#8](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1465.

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[king-pankevich.acoolguy's solution](#)

1466.

1319C

[Remove Adjacent · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[king-pankevich.acoolguy's solution](#)

1467.

1319B

[Journey Planning · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[king-pankevich.acoolguy's solution](#)

1468.

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[king-pankevich.acoolguy's solution](#)

1469.

1017132

[A#ZC4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1470.

1017131

[B4#D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1471.

1020863

[A ZD\\$>CÄ0D\\$8Ct0Dd8Dò AC#;C 4C](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1472.

1020862

[A5Cf#D`5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1473.

1020861

[AD20r#8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1474.

102330F

[AD2CT@DÄ:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1475.

102330G

[B-0D,0i@, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1476.

102330D

[A@Cä#D 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1477.

102330C

[AÄ0D#8C#8](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1478.

102330B

[A6>CTTC:D =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1479.

102330A

[AD#C#BCä@ A 9C >C`8D](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)

1480.

102032A

[Innohorse](#) · Tutorial

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[king-pankevich.acoolguy's solution](#)