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Unique solved — kshitij sodani

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9.

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13.

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1789B

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23.

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26.

1777A

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28.

1731A

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29.

1774A

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30.

1764A

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31.

1761A

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32.

1742B

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1750B

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35.

1740B

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1740A

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1738A

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1717A

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42.

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43.

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44.

1704A

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45.

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47.

1699A

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1696A

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49.

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50.

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- 52.**
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1617A

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69.

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70.

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71.

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74.

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82.

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83.

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84.

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85.

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86.

1527A

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87.

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88.

1517A

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89.

1516A

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91.

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92.

1504A

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93.

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94.

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95.

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97.

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98.

1372A

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Quality: 33,482 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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99.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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100.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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101.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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102.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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103.

1465A

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104.

1459A

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Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

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105.

1461A

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Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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106.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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107.

1453A

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Quality: 24,266 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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108.

1455A

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Quality: 27,410 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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109.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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110.

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

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111.

1389A

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Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kshitij_sodani's solution](#)

112.

1371A

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Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

113.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: geometry, math

[kshitij_sodani's solution](#)

114.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory

[kshitij_sodani's solution](#)

115.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[kshitij_sodani's solution](#)

116.

1358A

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Quality: 43,192 global accepts · Rating: 800 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

117.

1351A

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Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: implementation

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118.

1325B

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Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: greedy, implementation

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119.

1325A

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Quality: 46,205 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

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120.

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[kshitij_sodani's solution](#)

121.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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122.

1307A

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123.

1296A

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Quality: 48,346 global accepts · Rating: 800 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

124.

1294A

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Quality: 53,439 global accepts · Rating: 800 · first AC: 2020-01-22 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

125.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

126.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · PyPy 3 (first AC) · Tags: games, greedy, math

[kshitij_sodani's solution](#)

127.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: brute force, math

[kshitij_sodani's solution](#)

128.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[kshitij_sodani's solution](#)

129.

1250F

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130.

785A

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Quality: 110,963 global accepts · Rating: 800 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: implementation, strings

[kshitij_sodani's solution](#)

131.

1249A

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[kshitij_sodani's solution](#)

132.

1241A

[CME](#) · [Tutorial](#)

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[kshitij_sodani's solution](#)

133.

1207A

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134.

1206A

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135.

1200A

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136.

1183A

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137.

1148A

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138.

1152A

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139.

1143A

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[kshitij_sodani's solution](#)

140.

1154A

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[kshitij_sodani's solution](#)

141.

1806B

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142.

1777B

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143.

1779B

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144.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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145.

1733B

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[kshitij_sodani's solution](#)

146.

1726A

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Quality: 36,561 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

147.

1705B

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148.

1699B

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149.

1696B

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Quality: 36,331 global accepts · Rating: 900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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150.

1559B

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Quality: 24,137 global accepts · Rating: 900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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151.

1617B

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Quality: 26,833 global accepts · Rating: 900 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[kshitij_sodani's solution](#)

152.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[kshitij_sodani's solution](#)

153.

1610A

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[kshitij_sodani's solution](#)

154.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[kshitij_sodani's solution](#)

155.

1543B

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[kshitij_sodani's solution](#)

156.

1543A

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Quality: 40,958 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[kshitij_sodani's solution](#)

157.

1467A

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Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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158.

1471A

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159.

1468N

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160.

1427A

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161.

1351B

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162.

1341A

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163.

1330A

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164.

1326B

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165.

1313A

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166.

1296B

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167.

1295A

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168.

1279A

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169.

1272A

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170.

1267B

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171.

1247A

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172.

1238A

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173.

1213A

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174.

1204B

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[kshitij_sodani's solution](#)

175.

1206B

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Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-18 · PyPy 3 (first AC) · Tags: dp, implementation

[kshitij_sodani's solution](#)

176.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · Python 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

177.

1175A

[From Hero to Zero](#) · [Tutorial](#)

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[kshitij_sodani's solution](#)

178.

1166A

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Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · Python 3 (first AC) · Tags: combinatorics, greedy

[kshitij_sodani's solution](#)

179.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[kshitij_sodani's solution](#)

180.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kshitij_sodani's solution](#)

181.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

182.

1785A

[Monsters \(easy version\) · Tutorial](#)

Rating: 1000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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183.

1804B

[Vaccination · Tutorial](#)

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184.

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

185.

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[kshitij_sodani's solution](#)

186.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)

187.

1676D

[X-Sum · Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[kshitij_sodani's solution](#)

188.

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[kshitij_sodani's solution](#)

189.

1691B

[Shoe Shuffling · Tutorial](#)

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190.

1632B

[Roof Construction · Tutorial](#)

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191.

1589B

[Coloring Rectangles · Tutorial](#)

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192.

1605B

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193.

1598B

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Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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194.

1566C

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195.

1539A

[Contest Start](#) · [Tutorial](#)

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[kshitij_sodani's solution](#)

196.

1521A

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Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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197.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

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198.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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199.

1473B

[String LCM](#) · [Tutorial](#)

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200.

1469A

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[kshitij_sodani's solution](#)

201.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

202.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[kshitij_sodani's solution](#)

203.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[kshitij_sodani's solution](#)

204.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kshitij_sodani's solution](#)

205.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

206.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, sortings

[kshitij_sodani's solution](#)

207.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[kshitij_sodani's solution](#)

208.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[kshitij_sodani's solution](#)

209.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[kshitij_sodani's solution](#)

210.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

211.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math

[kshitij_sodani's solution](#)

212.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: implementation

[kshitij_sodani's solution](#)

213.

1260A

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Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

214.

1253A

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Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-20 · PyPy 3 (first AC) · Tags: implementation

[kshitij_sodani's solution](#)

215.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-03 · Python 3 (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

216.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: —

[kshitij_sodani's solution](#)

217.

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation

[kshitij_sodani's solution](#)

218.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: brute force, strings, two pointers

[kshitij_sodani's solution](#)

219.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: dsu, math

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220.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: implementation, math

[kshitij_sodani's solution](#)

221.

1241B

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

Rating: 1000 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: brute force, strings

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222.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-26 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[kshitij_sodani's solution](#)

223.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

224.

1174A

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

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-03 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[kshitij_sodani's solution](#)

225.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kshitij_sodani's solution](#)

226.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

227.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

228.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kshitij_sodani's solution](#)

229.

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

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230.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[kshitij_sodani's solution](#)

231.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[kshitij_sodani's solution](#)

232.

1731B

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Quality: 26,801 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

233.

1726B

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

Quality: 16,852 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[kshitij_sodani's solution](#)

234.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[kshitij_sodani's solution](#)

235.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[kshitij_sodani's solution](#)

236.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kshitij_sodani's solution](#)

237.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[kshitij_sodani's solution](#)

238.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)

239.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[kshitij_sodani's solution](#)

240.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[kshitij_sodani's solution](#)

241.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[kshitij_sodani's solution](#)

242.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kshitij_sodani's solution](#)

243.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kshitij_sodani's solution](#)

244.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[kshitij_sodani's solution](#)

245.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[kshitij_sodani's solution](#)

246.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kshitij_sodani's solution](#)

247.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kshitij_sodani's solution](#)

248.

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

[kshitij_sodani's solution](#)

249.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[kshitij_sodani's solution](#)

250.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[kshitij_sodani's solution](#)

251.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kshitij_sodani's solution](#)

252.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

253.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[kshitij_sodani's solution](#)

254.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[kshitij_sodani's solution](#)

255.

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

[kshitij_sodani's solution](#)

256.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

257.

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

[kshitij_sodani's solution](#)

258.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[kshitij_sodani's solution](#)

259.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

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260.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: math

[kshitij_sodani's solution](#)

261.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

262.

785B

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

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: greedy, sortings

[kshitij_sodani's solution](#)

263.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

264.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: data structures, implementation

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265.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-22 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[kshitij_sodani's solution](#)

266.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-18 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

267.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · Python 3 (first AC) · Tags: implementation

[kshitij_sodani's solution](#)

268.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

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269.

1909B

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

Quality: 30,971 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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270.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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271.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

272.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[kshitij_sodani's solution](#)

273.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kshitij_sodani's solution](#)

274.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,796 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[kshitij_sodani's solution](#)

275.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[kshitij_sodani's solution](#)

276.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[kshitij_sodani's solution](#)

277.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[kshitij_sodani's solution](#)

278.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kshitij_sodani's solution](#)

279.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[kshitij_sodani's solution](#)

280.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kshitij_sodani's solution](#)

281.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

282.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

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283.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[kshitij_sodani's solution](#)

284.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[kshitij_sodani's solution](#)

285.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[kshitij_sodani's solution](#)

286.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kshitij_sodani's solution](#)

287.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
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288.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[kshitij_sodani's solution](#)

289.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[kshitij_sodani's solution](#)

290.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kshitij_sodani's solution](#)

291.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[kshitij_sodani's solution](#)

292.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kshitij_sodani's solution](#)

293.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[kshitij_sodani's solution](#)

294.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kshitij_sodani's solution](#)

295.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[kshitij_sodani's solution](#)

296.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kshitij_sodani's solution](#)

297.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,398 global accepts · Rating: 1200 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kshitij_sodani's solution](#)

298.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[kshitij_sodani's solution](#)

299.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kshitij_sodani's solution](#)

300.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[kshitij_sodani's solution](#)

301.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[kshitij_sodani's solution](#)

302.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math
[kshitij_sodani's solution](#)

303.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, strings
[kshitij_sodani's solution](#)

304.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[kshitij_sodani's solution](#)

305.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · PyPy 3 (first AC) · Tags: implementation, sortings
[kshitij_sodani's solution](#)

306.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math
[kshitij_sodani's solution](#)

307.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[kshitij_sodani's solution](#)

308.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-20 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation
[kshitij_sodani's solution](#)

309.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: greedy, number theory
[kshitij_sodani's solution](#)

310.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms
[kshitij_sodani's solution](#)

311.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-03 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy
[kshitij_sodani's solution](#)

312.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-26 · PyPy 3 (first AC) · Tags: binary search, math
[kshitij_sodani's solution](#)

313.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: math
[kshitij_sodani's solution](#)

314.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[kshitij_sodani's solution](#)

315.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[kshitij_sodani's solution](#)

316.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: dp, greedy
[kshitij_sodani's solution](#)

317.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · Python 3 (first AC) · Tags: sortings
[kshitij_sodani's solution](#)

318.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · Python 3 (first AC) · Tags: math
[kshitij_sodani's solution](#)

319.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-04-16 · Python 3 (first AC) · Tags: brute force, implementation
[kshitij_sodani's solution](#)

320.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

321.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[kshitij_sodani's solution](#)

322.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

323.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[kshitij_sodani's solution](#)

324.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

325.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

326.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[kshitij_sodani's solution](#)

327.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[kshitij_sodani's solution](#)

328.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kshitij_sodani's solution](#)

329.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kshitij_sodani's solution](#)

330.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kshitij_sodani's solution](#)

331.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[kshitij_sodani's solution](#)

332.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[kshitij_sodani's solution](#)

333.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kshitij_sodani's solution](#)

334.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kshitij_sodani's solution](#)

335.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[kshitij_sodani's solution](#)

336.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

337.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[kshitij_sodani's solution](#)

338.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[kshitij_sodani's solution](#)

339.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

340.

1601A

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Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[kshitij_sodani's solution](#)

341.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[kshitij_sodani's solution](#)

342.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[kshitij_sodani's solution](#)

343.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[kshitij_sodani's solution](#)

344.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[kshitij_sodani's solution](#)

345.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 1300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[kshitij_sodani's solution](#)

346.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[kshitij_sodani's solution](#)

347.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[kshitij_sodani's solution](#)

348.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,397 global accepts · Rating: 1300 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[kshitij_sodani's solution](#)

349.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[kshitij_sodani's solution](#)

350.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[kshitij_sodani's solution](#)

351.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[kshitij_sodani's solution](#)

352.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kshitij_sodani's solution](#)

353.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[kshitij_sodani's solution](#)

354.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[kshitij_sodani's solution](#)

355.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[kshitij_sodani's solution](#)

356.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[kshitij_sodani's solution](#)

357.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[kshitij_sodani's solution](#)

358.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

359.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: geometry, greedy, math

[kshitij_sodani's solution](#)

360.

1294C

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

Quality: 46,280 global accepts · Rating: 1300 · first AC: 2020-01-23 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[kshitij_sodani's solution](#)

361.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 1300 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[kshitij_sodani's solution](#)

362.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[kshitij_sodani's solution](#)

363.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[kshitij_sodani's solution](#)

364.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

365.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · PyPy 3 (first AC) · Tags: binary search, math

[kshitij_sodani's solution](#)

366.

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation, two pointers

[kshitij_sodani's solution](#)

367.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · Python 3 (first AC) · Tags: dfs and similar, dsu, math

[kshitij_sodani's solution](#)

368.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[kshitij_sodani's solution](#)

369.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers

[kshitij_sodani's solution](#)

370.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: greedy, sortings

[kshitij_sodani's solution](#)

371.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · Python 3 (first AC) · Tags: binary search, math

[kshitij_sodani's solution](#)

372.

1174C

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

Quality: 12,785 global accepts · Rating: 1300 · first AC: 2019-06-04 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[kshitij_sodani's solution](#)

373.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[kshitij_sodani's solution](#)

374.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[kshitij_sodani's solution](#)

375.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[kshitij_sodani's solution](#)

376.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[kshitij_sodani's solution](#)

377.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

378.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[kshitij_sodani's solution](#)

379.

1830A

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

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kshitij_sodani's solution](#)

380.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[kshitij_sodani's solution](#)

381.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kshitij_sodani's solution](#)

382.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kshitij_sodani's solution](#)

383.

1549C

[Web of Lies](#) · [Tutorial](#)

Quality: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[kshitij_sodani's solution](#)

384.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[kshitij_sodani's solution](#)

385.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[kshitij_sodani's solution](#)

386.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

387.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[kshitij_sodani's solution](#)

388.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[kshitij_sodani's solution](#)

389.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kshitij_sodani's solution](#)

390.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kshitij_sodani's solution](#)

391.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kshitij_sodani's solution](#)

392.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[kshitij_sodani's solution](#)

393.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[kshitij_sodani's solution](#)

394.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[kshitij_sodani's solution](#)

395.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[kshitij_sodani's solution](#)

396.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[kshitij_sodani's solution](#)

397.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[kshitij_sodani's solution](#)

398.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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399.

1515C

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400.

1517C

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401.

1513B

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402.

1284B

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structures, dp, implementation, sortings

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403.

1363B

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404.

1468C

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Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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405.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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406.

1463B

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Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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407.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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408.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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409.

1456A

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410.

489C

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411.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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412.

1408B

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

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413.

1369C

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414.

1370C

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Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory
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415.

1365C

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Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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416.

1351C

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Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: data structures, implementation
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417.

1330B

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Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation, math
[kshitij_sodani's solution](#)

418.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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419.

1320A

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Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, sortings
[kshitij_sodani's solution](#)

420.

1293C

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Rating: 1400 · first AC: 2020-01-19 · last AC: 2020-01-19 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[kshitij_sodani's solution](#)

421.

1285C

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Quality: 28,141 global accepts · Rating: 1400 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[kshitij_sodani's solution](#)

422.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math
[kshitij_sodani's solution](#)

423.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: data structures, implementation

[kshitij_sodani's solution](#)

424.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kshitij_sodani's solution](#)

425.

1277C

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

Rating: 1400 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

426.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[kshitij_sodani's solution](#)

427.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: greedy, implementation

[kshitij_sodani's solution](#)

428.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[kshitij_sodani's solution](#)

429.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-03 · PyPy 3 (first AC) · Tags: dp

[kshitij_sodani's solution](#)

430.

1250A

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Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: implementation

[kshitij_sodani's solution](#)

431.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: greedy, strings

[kshitij_sodani's solution](#)

432.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-16 · PyPy 3 (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

433.

1154C

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[kshitij_sodani's solution](#)

434.

2001C

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Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[kshitij_sodani's solution](#)

435.

1858B

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Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kshitij_sodani's solution](#)

436.

1842C

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Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[kshitij_sodani's solution](#)

437.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[kshitij_sodani's solution](#)

438.

1789C

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

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

[kshitij_sodani's solution](#)

439.

1776L

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Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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440.

1774B

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

[kshitij_sodani's solution](#)

441.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kshitij_sodani's solution](#)

442.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[kshitij_sodani's solution](#)

443.

1738C

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

Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[kshitij_sodani's solution](#)

444.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

445.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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446.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[kshitij_sodani's solution](#)

447.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

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448.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[kshitij_sodani's solution](#)

449.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[kshitij_sodani's solution](#)

450.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[kshitij_sodani's solution](#)

451.

1542B

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[kshitij_sodani's solution](#)

452.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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453.

1516B

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[kshitij_sodani's solution](#)

454.

1473C

[No More Inversions](#) · [Tutorial](#)

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[kshitij_sodani's solution](#)

455.

1372C

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456.

1466D

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457.

1461C

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458.

1439A1

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459.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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460.

1408C

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461.

1416A

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462.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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463.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[kshitij_sodani's solution](#)

464.

1368C

[Even Picture](#) · [Tutorial](#)

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

[kshitij_sodani's solution](#)

465.

1368B

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Quality: 21,440 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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466.

1341C

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

[kshitij_sodani's solution](#)

467.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

468.

1332C

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Quality: 20,861 global accepts · Rating: 1500 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[kshitij_sodani's solution](#)

469.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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470.

1323B

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Quality: 11,768 global accepts · Rating: 1500 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[kshitij_sodani's solution](#)

471.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy

[kshitij_sodani's solution](#)

472.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, dp, math, strings

[kshitij_sodani's solution](#)

473.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-17 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[kshitij_sodani's solution](#)

474.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: greedy, sortings

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475.

1296C

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Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: data structures, implementation
[kshitij_sodani's solution](#)

476.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: brute force, sortings
[kshitij_sodani's solution](#)

477.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-20 · PyPy 3 (first AC) · Tags: brute force, dp
[kshitij_sodani's solution](#)

478.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: greedy, math
[kshitij_sodani's solution](#)

479.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs
[kshitij_sodani's solution](#)

480.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-20 · PyPy 3 (first AC) · Tags: dp, greedy, math, sortings
[kshitij_sodani's solution](#)

481.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: binary search, greedy, math
[kshitij_sodani's solution](#)

482.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: math
[kshitij_sodani's solution](#)

483.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[kshitij_sodani's solution](#)

484.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2019-10-01 · last AC: 2019-10-01 · PyPy 3 (first AC) · Tags: binary search, math
[kshitij_sodani's solution](#)

485.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: brute force, implementation
[kshitij_sodani's solution](#)

486.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-28 · PyPy 3 (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

487.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-06-04 · Python 3 (first AC) · Tags: graphs, implementation

[kshitij_sodani's solution](#)

488.

1166C

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Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-18 · Python 3 (first AC) · Tags: binary search, sortings, two pointers

[kshitij_sodani's solution](#)

489.

1154D

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Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-17 · Python 3 (first AC) · Tags: greedy

[kshitij_sodani's solution](#)

490.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[kshitij_sodani's solution](#)

491.

1956C

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

[kshitij_sodani's solution](#)

492.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[kshitij_sodani's solution](#)

493.

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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494.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[kshitij_sodani's solution](#)

495.

1779C

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

[kshitij_sodani's solution](#)

496.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, two pointers

[kshitij_sodani's solution](#)

497.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kshitij_sodani's solution](#)

498.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

499.

1352G

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

Quality: 24,803 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

500.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

501.

1707A

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Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)

502.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[kshitij_sodani's solution](#)

503.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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504.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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505.

1632C

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Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[kshitij_sodani's solution](#)

506.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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507.

607A

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Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[kshitij_sodani's solution](#)

508.

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

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509.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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510.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[kshitij_sodani's solution](#)

511.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

512.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[kshitij_sodani's solution](#)

513.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[kshitij_sodani's solution](#)

514.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[kshitij_sodani's solution](#)

515.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

516.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[kshitij_sodani's solution](#)

517.

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

[kshitij_sodani's solution](#)

518.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[kshitij_sodani's solution](#)

519.

1527C

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Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[kshitij_sodani's solution](#)

520.

1514C

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Quality: 18,291 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[kshitij_sodani's solution](#)

521.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[kshitij_sodani's solution](#)

522.

1503A

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Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

523.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[kshitij_sodani's solution](#)

524.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)

525.

1407C

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Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[kshitij_sodani's solution](#)

526.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[kshitij_sodani's solution](#)

527.

1364C

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Quality: 14,359 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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528.

1363C

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Quality: 21,079 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[kshitij_sodani's solution](#)

529.

1469C

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Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

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530.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[kshitij_sodani's solution](#)

531.

1458A

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Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kshitij_sodani's solution](#)

532.

1461D

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Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

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533.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

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[kshitij_sodani's solution](#)

534.

873C

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Quality: 3,610 global accepts · Rating: 1600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[kshitij_sodani's solution](#)

535.

986A

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Quality: 8,333 global accepts · Rating: 1600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[kshitij_sodani's solution](#)

536.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[kshitij_sodani's solution](#)

537.

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

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538.

1389B

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Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[kshitij_sodani's solution](#)

539.

1371D

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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)

540.

1373D

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Quality: 17,668 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[kshitij_sodani's solution](#)

541.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: math

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542.

1349A

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[kshitij_sodani's solution](#)

543.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math, number theory, sortings

[kshitij_sodani's solution](#)

544.

1336A

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Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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545.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[kshitij_sodani's solution](#)

546.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[kshitij_sodani's solution](#)

547.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: dp, greedy, strings

[kshitij_sodani's solution](#)

548.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · last AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[kshitij_sodani's solution](#)

549.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · last AC: 2019-11-24 · PyPy 3 (first AC) · Tags: data structures, greedy

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550.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: data structures, implementation

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551.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: —

[kshitij_sodani's solution](#)

552.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: binary search, math

[kshitij_sodani's solution](#)

553.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: 1600 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: greedy, two pointers

[kshitij_sodani's solution](#)

554.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy

[kshitij_sodani's solution](#)

555.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2019-09-14 · PyPy 3 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

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556.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · Python 3 (first AC) · Tags: greedy, math

[kshitij_sodani's solution](#)

557.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: brute force, math, sortings

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558.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-03 · Python 3 (first AC) · Tags: binary search, brute force, two pointers
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559.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
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560.

1868B1

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

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

561.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
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562.

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[kshitij_sodani's solution](#)

563.

1810D

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Quality: 8,542 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
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564.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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565.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[kshitij_sodani's solution](#)

566.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[kshitij_sodani's solution](#)

567.

1779D

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

568.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[kshitij_sodani's solution](#)

569.

1731D

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

[kshitij_sodani's solution](#)

570.

1731C

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Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[kshitij_sodani's solution](#)

571.

1706D1

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Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[kshitij_sodani's solution](#)

572.

1693B

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Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kshitij_sodani's solution](#)

573.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[kshitij_sodani's solution](#)

574.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[kshitij_sodani's solution](#)

575.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kshitij_sodani's solution](#)

576.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[kshitij_sodani's solution](#)

577.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[kshitij_sodani's solution](#)

578.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kshitij_sodani's solution](#)

579.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[kshitij_sodani's solution](#)

580.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kshitij_sodani's solution](#)

581.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[kshitij_sodani's solution](#)

582.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[kshitij_sodani's solution](#)

583.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[kshitij_sodani's solution](#)

584.

1598D

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585.

1594D

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Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[kshitij_sodani's solution](#)

586.

1592C

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587.

1578H

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588.

1543D1

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589.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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590.

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[kshitij_sodani's solution](#)

591.

1314A

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1478C

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1469D

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607.

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608.

1381A2

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1368D

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611.

1361A

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612.

1335E1

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613.

1341D

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614.

1336B

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615.

1330D

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616.

1332D

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617.

1325D

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618.

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619.

1313B

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620.

1295B

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621.

1293D

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622.

1279D

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623.

1269C

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Rating: 1700 · first AC: 2019-12-21 · last AC: 2019-12-21 · PyPy 3 (first AC) · Tags: greedy, implementation
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624.

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625.

1267E

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1260C

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627.

1262C

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1249E

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629.

1237C1

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630.

833A

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631.

1217C

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632.

1202B

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633.

1204C

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634.

1965B

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635.

1852B

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636.

1852A

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637.

1148D

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638.

1801B

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639.

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640.

1750D

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641.

1740E

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642.

1705D

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643.

1691D

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644.

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645.

1637D

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646.

1630B

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647.

1016C

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648.

1186C

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649.

1283D

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650.

1108E1

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651.

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652.

1554D

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653.

1554C

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654.

1582F1

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656.

1572A

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657.

1556D

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1556C

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659.

1548B

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660.

1552C

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662.

1534D

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663.

1517D

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664.

1508B

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665.

1500A

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666.

1491D

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667.

1286A

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668.

1466E

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669.

1468J

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670.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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671.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[kshitij_sodani's solution](#)

672.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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673.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[kshitij_sodani's solution](#)

674.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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675.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

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676.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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677.

1396B

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678.

1402A

[Fancy Fence](#) · [Tutorial](#)

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679.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
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680.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[kshitij_sodani's solution](#)

681.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
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682.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[kshitij_sodani's solution](#)

683.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy
[kshitij_sodani's solution](#)

684.

1324F

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

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[kshitij_sodani's solution](#)

685.

1296E1

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686.

1290B

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687.

1286B

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688.

1295D

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689.

1262D2

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690.

1252H

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691.

1247D

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692.

1010B

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693.

1010C

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694.

1221D

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695.

1213G

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697.

2001D

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698.

1991E

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699.

1991D

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700.

1994D

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701.

1977C

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702.

1909D

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703.

1854A2

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704.

1842D

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705.

1785B

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706.

1801C

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707.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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708.

1787D

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709.

1777D

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710.

1774E

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711.

1746D

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712.

1738D

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713.

1715D

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714.

1717D

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715.

1704D

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716.

1707B

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717.

1700D

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718.

1677C

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719.

1656D

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720.

1647D

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721.

1601B

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1558B

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724.

1543C

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725.

1508A

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726.

1483B

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1495B

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728.

1479B1

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729.

1477B

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730.

1467C

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731.

1470B

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732.

1375D

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733.

1463D

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734.

1453D

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735.

1439A2

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736.

1444B

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737.

1434A

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738.

1383B

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739.

1428D

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740.

1404B

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741.

1371E1

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742.

1369D

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743.

1365E

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744.

1358D

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745.

1242B

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746.

1328E

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747.

1285D

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748.

1305D

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749.

1313C2

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750.

1307D

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751.

1294E

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752.

1270D

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753.

1277E

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754.

1277D

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755.

1260D

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756.

1251D

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757.

1237C2

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758.

1213E

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759.

1202D

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760.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-29 · PyPy 3 (first AC) · Tags: bitmasks, interactive, math
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761.

1206D

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762.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-18 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
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763.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
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764.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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765.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
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766.

1830B

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

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767.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
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768.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
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769.

1770D

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[kshitij_sodani's solution](#)

770.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[kshitij_sodani's solution](#)

771.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[kshitij_sodani's solution](#)

772.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
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773.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[kshitij_sodani's solution](#)

774.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[kshitij_sodani's solution](#)

775.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[kshitij_sodani's solution](#)

776.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
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777.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[kshitij_sodani's solution](#)

778.

1696E

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779.

1685B

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780.

1682D

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781.

1672F1

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782.

1632D

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Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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783.

555B

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784.

1616D

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785.

1610D

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786.

1588B

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Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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787.

1566E

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788.

1558C

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789.

1521C

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790.

1514D

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791.

1513D

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792.

1481D

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793.

1033D

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794.

1363E

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795.

1458B

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796.

1456B

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Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[kshitij_sodani's solution](#)

797.

1451E1

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798.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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799.

1427C

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800.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[kshitij_sodani's solution](#)

801.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[kshitij_sodani's solution](#)

802.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

803.

1379C

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Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[kshitij_sodani's solution](#)

804.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[kshitij_sodani's solution](#)

805.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[kshitij_sodani's solution](#)

806.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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807.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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808.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[kshitij_sodani's solution](#)

809.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-19 · PyPy 3 (first AC) · Tags: data structures, dp

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810.

1294F

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[kshitij_sodani's solution](#)

811.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[kshitij_sodani's solution](#)

812.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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813.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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814.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kshitij_sodani's solution](#)

815.

1864E

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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816.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[kshitij_sodani's solution](#)

817.

1810E

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Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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818.

1801D

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Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[kshitij_sodani's solution](#)

819.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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820.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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821.

1787E

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[kshitij_sodani's solution](#)

822.

1761D

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823.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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824.

1684E

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825.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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826.

1654D

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827.

1637E

[Best Pair](#) · Tutorial

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828.

894E

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829.

1621D

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830.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[kshitij_sodani's solution](#)

831.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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832.

1553E

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833.

1530E

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834.

1516D

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835.

1511E

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836.

1483C

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837.

1479B2

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838.

1284D

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839.

1363D

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840.

1466F

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841.

1464B

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Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
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842.

1372D

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843.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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844.

1446C

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845.

1434C

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Rating: 2100 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
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846.

1392E

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847.

1389D

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848.

1387B1

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Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees
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849.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
[kshitij_sodani's solution](#)

850.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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851.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

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852.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[kshitij_sodani's solution](#)

853.

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[kshitij_sodani's solution](#)

854.

1332E

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Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[kshitij_sodani's solution](#)

855.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[kshitij_sodani's solution](#)

856.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · last AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[kshitij_sodani's solution](#)

857.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-13 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kshitij_sodani's solution](#)

858.

1213F

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Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[kshitij_sodani's solution](#)

859.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[kshitij_sodani's solution](#)

860.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[kshitij_sodani's solution](#)

861.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[kshitij_sodani's solution](#)

862.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

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863.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

864.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[kshitij_sodani's solution](#)

865.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[kshitij_sodani's solution](#)

866.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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867.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[kshitij_sodani's solution](#)

868.

1776B

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Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

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869.

1777E

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870.

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873.

1695D1

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1670E

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1641C

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876.

1672E

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1616E

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880.

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1586E

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1552F

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1542D

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1503C

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1261D1

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895.

1477C

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13C

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1468A

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1468H

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1373E

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1456C

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906.

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1335F

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1336C

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910.

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1295E

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914.

1965C

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916.

1919F1

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917.

1864F

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918.

1842E

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919.

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1738E

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1706E

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1699D

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1695D2

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1691E

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1610E

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1594E2

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934.

1592D

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1553F

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1552E

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938.

1536E

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1540B

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1534E

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1528C

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1314D

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943.

1513E

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944.

425D

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945.

1276C

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946.

1494D

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948.

1282D

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949.

713C

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950.

1254C

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951.

1468M

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1450C2

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954.

1453E

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955.

1451E2

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956.

1322C

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957.

1404C

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958.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kshitij_sodani's solution](#)

959.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[kshitij_sodani's solution](#)

960.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[kshitij_sodani's solution](#)

961.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[kshitij_sodani's solution](#)

962.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[kshitij_sodani's solution](#)

963.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kshitij_sodani's solution](#)

964.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[kshitij_sodani's solution](#)

965.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kshitij_sodani's solution](#)

966.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[kshitij_sodani's solution](#)

967.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[kshitij_sodani's solution](#)

968.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[kshitij_sodani's solution](#)

969.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[kshitij_sodani's solution](#)

970.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[kshitij_sodani's solution](#)

971.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[kshitij_sodani's solution](#)

972.

1839E

[Decreasing Game · Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[kshitij_sodani's solution](#)

973.

1785D

[Wooden Spoon · Tutorial](#)

Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

974.

1830C

[Hyperregular Bracket Strings · Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[kshitij_sodani's solution](#)

975.

1826E

[Walk the Runway · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[kshitij_sodani's solution](#)

976.

1804E

[Routing · Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[kshitij_sodani's solution](#)

977.

1780E

[Josuke and Complete Graph · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[kshitij_sodani's solution](#)

978.

1777F

[Comfortably Numb · Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[kshitij_sodani's solution](#)

979.

1779E

[Anya's Simultaneous Exhibition · Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[kshitij_sodani's solution](#)

980.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[kshitij_sodani's solution](#)

981.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[kshitij_sodani's solution](#)

982.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[kshitij_sodani's solution](#)

983.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[kshitij_sodani's solution](#)

984.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[kshitij_sodani's solution](#)

985.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[kshitij_sodani's solution](#)

986.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[kshitij_sodani's solution](#)

987.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[kshitij_sodani's solution](#)

988.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[kshitij_sodani's solution](#)

989.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[kshitij_sodani's solution](#)

990.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[kshitij_sodani's solution](#)

991.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[kshitij_sodani's solution](#)

992.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)

993.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[kshitij_sodani's solution](#)

994.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[kshitij_sodani's solution](#)

995.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[kshitij_sodani's solution](#)

996.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[kshitij_sodani's solution](#)

997.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[kshitij_sodani's solution](#)

998.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[kshitij_sodani's solution](#)

999.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[kshitij_sodani's solution](#)

1000.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[kshitij_sodani's solution](#)**1001.**

1582F2

[Korneyevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[kshitij_sodani's solution](#)**1002.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[kshitij_sodani's solution](#)**1003.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kshitij_sodani's solution](#)**1004.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[kshitij_sodani's solution](#)**1005.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[kshitij_sodani's solution](#)**1006.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)**1007.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[kshitij_sodani's solution](#)**1008.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[kshitij_sodani's solution](#)**1009.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[kshitij_sodani's solution](#)

1010.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[kshitij_sodani's solution](#)

1011.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[kshitij_sodani's solution](#)

1012.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[kshitij_sodani's solution](#)

1013.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[kshitij_sodani's solution](#)

1014.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[kshitij_sodani's solution](#)

1015.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-15 · last AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[kshitij_sodani's solution](#)

1016.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[kshitij_sodani's solution](#)

1017.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[kshitij_sodani's solution](#)

1018.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[kshitij_sodani's solution](#)

1019.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-12-14 · last AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kshitij_sodani's solution](#)

1020.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[kshitij_sodani's solution](#)

1021.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

1022.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[kshitij_sodani's solution](#)

1023.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[kshitij_sodani's solution](#)

1024.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[kshitij_sodani's solution](#)

1025.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[kshitij_sodani's solution](#)

1026.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[kshitij_sodani's solution](#)

1027.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[kshitij_sodani's solution](#)

1028.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[kshitij_sodani's solution](#)

1029.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[kshitij_sodani's solution](#)

1030.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[kshitij_sodani's solution](#)

1031.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[kshitij_sodani's solution](#)

1032.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[kshitij_sodani's solution](#)

1033.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kshitij_sodani's solution](#)

1034.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[kshitij_sodani's solution](#)

1035.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kshitij_sodani's solution](#)

1036.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kshitij_sodani's solution](#)

1037.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

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

[kshitij_sodani's solution](#)

1038.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[kshitij_sodani's solution](#)

1039.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, trees

[kshitij_sodani's solution](#)

1040.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[kshitij_sodani's solution](#)

1041.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[kshitij_sodani's solution](#)

1042.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[kshitij_sodani's solution](#)

1043.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[kshitij_sodani's solution](#)

1044.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[kshitij_sodani's solution](#)

1045.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[kshitij_sodani's solution](#)

1046.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[kshitij_sodani's solution](#)

1047.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[kshitij_sodani's solution](#)

1048.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[kshitij_sodani's solution](#)

1049.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[kshitij_sodani's solution](#)

1050.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[kshitij_sodani's solution](#)

1051.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[kshitij_sodani's solution](#)

1052.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[kshitij_sodani's solution](#)

1053.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

1054.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[kshitij_sodani's solution](#)

1055.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[kshitij_sodani's solution](#)

1056.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[kshitij_sodani's solution](#)

1057.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

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1058.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[kshitij_sodani's solution](#)

1059.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[kshitij_sodani's solution](#)

1060.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[kshitij_sodani's solution](#)

1061.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kshitij_sodani's solution](#)

1062.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[kshitij_sodani's solution](#)

1063.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kshitij_sodani's solution](#)

1064.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[kshitij_sodani's solution](#)

1065.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kshitij_sodani's solution](#)

1066.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[kshitij_sodani's solution](#)

1067.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

1068.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

1069.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[kshitij_sodani's solution](#)

1070.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[kshitij_sodani's solution](#)

1071.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[kshitij_sodani's solution](#)

1072.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[kshitij_sodani's solution](#)

1073.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[kshitij_sodani's solution](#)

1074.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[kshitij_sodani's solution](#)

1075.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory
[kshitij_sodani's solution](#)

1076.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[kshitij_sodani's solution](#)

1077.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[kshitij_sodani's solution](#)

1078.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[kshitij_sodani's solution](#)

1079.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[kshitij_sodani's solution](#)

1080.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[kshitij_sodani's solution](#)

1081.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[kshitij_sodani's solution](#)

1082.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kshitij_sodani's solution](#)

1083.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[kshitij_sodani's solution](#)

1084.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kshitij_sodani's solution](#)

1085.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

1086.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[kshitij_sodani's solution](#)

1087.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[kshitij_sodani's solution](#)

1088.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[kshitij_sodani's solution](#)

1089.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[kshitij_sodani's solution](#)

1090.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[kshitij_sodani's solution](#)

1091.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · last AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[kshitij_sodani's solution](#)

1092.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[kshitij_sodani's solution](#)

1093.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[kshitij_sodani's solution](#)

1094.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[kshitij_sodani's solution](#)

1095.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[kshitij_sodani's solution](#)

1096.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[kshitij_sodani's solution](#)

1097.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[kshitij_sodani's solution](#)

1098.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[kshitij_sodani's solution](#)

1099.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[kshitij_sodani's solution](#)

1100.

1368E

[Ski Accidents](#) · [Tutorial](#)

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

1101.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[kshitij_sodani's solution](#)

1102.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[kshitij_sodani's solution](#)

1103.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[kshitij_sodani's solution](#)

1104.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[kshitij_sodani's solution](#)

1105.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[kshitij_sodani's solution](#)

1106.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[kshitij_sodani's solution](#)

1107.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[kshitij_sodani's solution](#)

1108.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[kshitij_sodani's solution](#)

1109.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[kshitij_sodani's solution](#)

1110.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

1111.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[kshitij_sodani's solution](#)

1112.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[kshitij_sodani's solution](#)

1113.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[kshitij_sodani's solution](#)

1114.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[kshitij_sodani's solution](#)

1115.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[kshitij_sodani's solution](#)

1116.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[kshitij_sodani's solution](#)

1117.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kshitij_sodani's solution](#)

1118.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[kshitij_sodani's solution](#)

1119.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[kshitij_sodani's solution](#)

1120.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[kshitij_sodani's solution](#)

1121.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[kshitij_sodani's solution](#)

1122.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[kshitij_sodani's solution](#)

1123.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[kshitij_sodani's solution](#)

1124.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[kshitij_sodani's solution](#)

1125.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[kshitij_sodani's solution](#)

1126.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[kshitij_sodani's solution](#)

1127.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

1128.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[kshitij_sodani's solution](#)

1129.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[kshitij_sodani's solution](#)

1130.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[kshitij_sodani's solution](#)

1131.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kshitij_sodani's solution](#)

1132.

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[kshitij_sodani's solution](#)

1133.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[kshitij_sodani's solution](#)

1134.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[kshitij_sodani's solution](#)

1135.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[kshitij_sodani's solution](#)

1136.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[kshitij_sodani's solution](#)

1137.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kshitij_sodani's solution](#)

1138.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1139.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[kshitij_sodani's solution](#)

1140.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[kshitij_sodani's solution](#)

1141.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[kshitij_sodani's solution](#)

1142.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[kshitij_sodani's solution](#)

1143.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[kshitij_sodani's solution](#)

1144.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[kshitij_sodani's solution](#)

1145.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[kshitij_sodani's solution](#)

1146.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[kshitij_sodani's solution](#)

1147.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[kshitij_sodani's solution](#)

1148.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
[kshitij_sodani's solution](#)

1149.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[kshitij_sodani's solution](#)

1150.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kshitij_sodani's solution](#)**1151.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[kshitij_sodani's solution](#)**1152.**

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[kshitij_sodani's solution](#)**1153.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kshitij_sodani's solution](#)**1154.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)**1155.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[kshitij_sodani's solution](#)**1156.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[kshitij_sodani's solution](#)**1157.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[kshitij_sodani's solution](#)**1158.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[kshitij_sodani's solution](#)**1159.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kshitij_sodani's solution](#)

1160.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[kshitij_sodani's solution](#)

1161.

995F

[Cowpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[kshitij_sodani's solution](#)

1162.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[kshitij_sodani's solution](#)

1163.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[kshitij_sodani's solution](#)

1164.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kshitij_sodani's solution](#)

1165.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[kshitij_sodani's solution](#)

1166.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[kshitij_sodani's solution](#)

1167.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[kshitij_sodani's solution](#)

1168.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[kshitij_sodani's solution](#)

1169.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

1170.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[kshitij_sodani's solution](#)

1171.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy
[kshitij_sodani's solution](#)

1172.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory
[kshitij_sodani's solution](#)

1173.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[kshitij_sodani's solution](#)

1174.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[kshitij_sodani's solution](#)

1175.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings
[kshitij_sodani's solution](#)

1176.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[kshitij_sodani's solution](#)

1177.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[kshitij_sodani's solution](#)

1178.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[kshitij_sodani's solution](#)

1179.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[kshitij_sodani's solution](#)

1180.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[kshitij_sodani's solution](#)

1181.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[kshitij_sodani's solution](#)

1182.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[kshitij_sodani's solution](#)

1183.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[kshitij_sodani's solution](#)

1184.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[kshitij_sodani's solution](#)

1185.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[kshitij_sodani's solution](#)

1186.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[kshitij_sodani's solution](#)

1187.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp
[kshitij_sodani's solution](#)

1188.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[kshitij_sodani's solution](#)

1189.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[kshitij_sodani's solution](#)

1190.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[kshitij_sodani's solution](#)

1191.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[kshitij_sodani's solution](#)

1192.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[kshitij_sodani's solution](#)

1193.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[kshitij_sodani's solution](#)

1194.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kshitij_sodani's solution](#)

1195.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[kshitij_sodani's solution](#)

1196.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[kshitij_sodani's solution](#)

1197.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[kshitij_sodani's solution](#)

1198.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

1199.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kshitij_sodani's solution](#)

1200.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[kshitij_sodani's solution](#)

1201.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[kshitij_sodani's solution](#)

1202.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[kshitij_sodani's solution](#)

1203.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[kshitij_sodani's solution](#)

1204.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[kshitij_sodani's solution](#)

1205.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kshitij_sodani's solution](#)

1206.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[kshitij_sodani's solution](#)

1207.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[kshitij_sodani's solution](#)

1208.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[kshitij_sodani's solution](#)

1209.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[kshitij_sodani's solution](#)

1210.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[kshitij_sodani's solution](#)

1211.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[kshitij_sodani's solution](#)

1212.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[kshitij_sodani's solution](#)

1213.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[kshitij_sodani's solution](#)

1214.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[kshitij_sodani's solution](#)

1215.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

1216.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kshitij_sodani's solution](#)

1217.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[kshitij_sodani's solution](#)

1218.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[kshitij_sodani's solution](#)

1219.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-21 · last AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[kshitij_sodani's solution](#)

1220.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[kshitij_sodani's solution](#)

1221.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[kshitij_sodani's solution](#)

1222.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[kshitij_sodani's solution](#)

1223.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[kshitij_sodani's solution](#)

1224.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-01-13 · last AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[kshitij_sodani's solution](#)

1225.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[kshitij_sodani's solution](#)

1226.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
[kshitij_sodani's solution](#)

1227.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[kshitij_sodani's solution](#)

1228.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[kshitij_sodani's solution](#)

1229.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[kshitij_sodani's solution](#)

1230.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kshitij_sodani's solution](#)

1231.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[kshitij_sodani's solution](#)

1232.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[kshitij_sodani's solution](#)

1233.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[kshitij_sodani's solution](#)

1234.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[kshitij_sodani's solution](#)

1235.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[kshitij_sodani's solution](#)

1236.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[kshitij_sodani's solution](#)

1237.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kshitij_sodani's solution](#)

1238.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[kshitij_sodani's solution](#)

1239.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[kshitij_sodani's solution](#)

1240.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[kshitij_sodani's solution](#)

1241.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

1242.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[kshitij_sodani's solution](#)

1243.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[kshitij_sodani's solution](#)

1244.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[kshitij_sodani's solution](#)

1245.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[kshitij_sodani's solution](#)

1246.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[kshitij_sodani's solution](#)

1247.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[kshitij_sodani's solution](#)

1248.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[kshitij_sodani's solution](#)

1249.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kshitij_sodani's solution](#)

1250.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[kshitij_sodani's solution](#)

1251.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[kshitij_sodani's solution](#)

1252.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[kshitij_sodani's solution](#)

1253.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[kshitij_sodani's solution](#)

1254.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[kshitij_sodani's solution](#)

1255.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees
[kshitij_sodani's solution](#)

1256.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[kshitij_sodani's solution](#)

1257.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[kshitij_sodani's solution](#)

1258.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[kshitij_sodani's solution](#)

1259.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[kshitij_sodani's solution](#)

1260.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[kshitij_sodani's solution](#)

1261.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kshitij_sodani's solution](#)

1262.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[kshitij_sodani's solution](#)

1263.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kshitij_sodani's solution](#)

1264.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[kshitij_sodani's solution](#)

1265.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1266.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1267.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1268.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1269.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1270.

103185B

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

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1271.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1272.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1273.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1274.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1275.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1276.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1277.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1278.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1279.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1280.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1281.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1282.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · PyPy 3 (first AC) · Tags: —

[kshitij_sodani's solution](#)

1283.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1284.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1285.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1286.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1287.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1288.

105401D

[Graceful Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1289.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1290.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1291.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1292.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1293.

1940C

[Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[kshitij_sodani's solution](#)

1294.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[kshitij_sodani's solution](#)

1295.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[kshitij_sodani's solution](#)

1296.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[kshitij_sodani's solution](#)

1297.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, games

[kshitij_sodani's solution](#)

1298.

105186B

[Permute-inator](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1299.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, math

[kshitij_sodani's solution](#)

1300.

104523E

[Mark and Add](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1301.

104523I

[Magical Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1302.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1303.

104511F

[Love at Cafe Liebe \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2023-08-09 · Python 3 (first AC) · Tags: —

[kshitij_sodani's solution](#)

1304.

104511E

[Awesome Hack for Free GPA · Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1305.

104511G

[Taking Breaks · Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1306.

1042916

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Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1307.

1042915

[B47CtB0=0 CÔ D :C`>CÔ5](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1308.

1042903

[B-50a>D 4D² 8 C =D\\$8D 5Cα>D 4D°](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1309.

1042902

[B\\$0C'iaCä5 Cö>D ;C =C,,5](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1310.

1042901

[A\\$80D5Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1311.

104230C

[Toy Design · Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1312.

104230A

[Data Centers · Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1313.

104229C

[SocialEngineering · Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[kshitij_sodani's solution](#)

1314.

104197F

[F** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1315.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1316.

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1317.

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1318.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1319.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1320.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1321.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1322.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1323.

102154D

[Robomarathon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1324.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[kshitij_sodani's solution](#)

1325.

102257B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)**1326.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[kshitij_sodani's solution](#)**1327.**

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[kshitij_sodani's solution](#)