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Unique solved — linlincaleb

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1.

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101.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[linlincaleb's solution](#)

102.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[linlincaleb's solution](#)

103.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[linlincaleb's solution](#)

104.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[linlincaleb's solution](#)

105.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[linlincaleb's solution](#)

106.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[linlincaleb's solution](#)

107.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[linlincaleb's solution](#)

108.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[linlincaleb's solution](#)

109.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[linlincaleb's solution](#)

110.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[linlincaleb's solution](#)

111.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[linlincaleb's solution](#)

112.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[linlincaleb's solution](#)

113.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[linlincaleb's solution](#)

114.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[linlincaleb's solution](#)

115.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[linlincaleb's solution](#)

116.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation

[linlincaleb's solution](#)

117.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[linlincaleb's solution](#)

118.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[linlincaleb's solution](#)

119.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[linlincaleb's solution](#)

120.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[linlincaleb's solution](#)

121.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[linlincaleb's solution](#)

122.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[linlincaleb's solution](#)

123.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[linlincaleb's solution](#)

124.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[linlincaleb's solution](#)

125.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[linlincaleb's solution](#)

126.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[linlincaleb's solution](#)

127.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[linlincaleb's solution](#)

128.

1726B

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

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[linlincaleb's solution](#)

129.

300A

[Array](#) · [Tutorial](#)

Quality: 27,229 global accepts · Rating: 1100 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[linlincaleb's solution](#)

130.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[linlincaleb's solution](#)

131.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[linlincaleb's solution](#)

132.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[linlincaleb's solution](#)

133.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[linlincaleb's solution](#)

134.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[linlincaleb's solution](#)

135.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[linlincaleb's solution](#)

136.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[linlincaleb's solution](#)

137.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[linlincaleb's solution](#)

138.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[linlincaleb's solution](#)

139.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[linlincaleb's solution](#)

140.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[linlincaleb's solution](#)

141.

1602B

[Divine Array](#) · [Tutorial](#)

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

[linlincaleb's solution](#)

142.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[linlincaleb's solution](#)

143.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[linlincaleb's solution](#)

144.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[linlincaleb's solution](#)

145.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[linlincaleb's solution](#)

146.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[linlincaleb's solution](#)

147.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[linlincaleb's solution](#)

148.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[linlincaleb's solution](#)

149.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[linlincaleb's solution](#)

150.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[linlincaleb's solution](#)

151.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[linlincaleb's solution](#)

152.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[linlincaleb's solution](#)

153.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[linlincaleb's solution](#)

154.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[linlincaleb's solution](#)

155.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[linlincaleb's solution](#)

156.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[linlincaleb's solution](#)

157.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[linlincaleb's solution](#)

158.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[linlincaleb's solution](#)

159.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[linlincaleb's solution](#)

160.

1816C

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

Rating: 1300 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[linlincaleb's solution](#)

161.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[linlincaleb's solution](#)

162.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[linlincaleb's solution](#)

163.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[linlincaleb's solution](#)

164.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[linlincaleb's solution](#)

165.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[linlincaleb's solution](#)

166.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[linlincaleb's solution](#)

167.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[linlincaleb's solution](#)

168.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[linlincaleb's solution](#)

169.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings
[linlincaleb's solution](#)

170.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[linlincaleb's solution](#)

171.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[linlincaleb's solution](#)

172.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[linlincaleb's solution](#)

173.

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[linlincaleb's solution](#)

174.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[linlincaleb's solution](#)

175.

1627B

[Not Sitting](#) · [Tutorial](#)

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

176.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[linlincaleb's solution](#)

177.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[linlincaleb's solution](#)

178.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[linlincaleb's solution](#)

179.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[linlincaleb's solution](#)

180.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[linlincaleb's solution](#)

181.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[linlincaleb's solution](#)

182.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[linlincaleb's solution](#)

183.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[linlincaleb's solution](#)

184.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[linlincaleb's solution](#)

185.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[linlincaleb's solution](#)

186.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[linlincaleb's solution](#)

187.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[linlincaleb's solution](#)

188.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[linlincaleb's solution](#)

189.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[linlincaleb's solution](#)

190.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[linlincaleb's solution](#)

191.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[linlincaleb's solution](#)

192.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[linlincaleb's solution](#)

193.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[linlincaleb's solution](#)

194.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[linlincaleb's solution](#)

195.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[linlincaleb's solution](#)

196.

1629C

[Meximum Array](#) · [Tutorial](#)

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

[linlincaleb's solution](#)

197.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[linlincaleb's solution](#)

198.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[linlincaleb's solution](#)

199.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[linlincaleb's solution](#)

200.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[linlincaleb's solution](#)

201.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[linlincaleb's solution](#)

202.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[linlincaleb's solution](#)

203.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[linlincaleb's solution](#)

204.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[linlincaleb's solution](#)

205.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[linlincaleb's solution](#)

206.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[linlincaleb's solution](#)

207.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[linlincaleb's solution](#)

208.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[linlincaleb's solution](#)

209.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[linlincaleb's solution](#)

210.

1621B

[Integers Shop](#) · [Tutorial](#)

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

[linlincaleb's solution](#)

211.

1616C

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

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

[linlincaleb's solution](#)

212.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[linlincaleb's solution](#)

213.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[linlincaleb's solution](#)

214.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[linlincaleb's solution](#)

215.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[linlincaleb's solution](#)

216.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[linlincaleb's solution](#)

217.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[linlincaleb's solution](#)

218.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[linlincaleb's solution](#)

219.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[linlincaleb's solution](#)

220.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[linlincaleb's solution](#)

221.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[linlincaleb's solution](#)

222.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[linlincaleb's solution](#)

223.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[linlincaleb's solution](#)

224.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[linlincaleb's solution](#)

225.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[linlincaleb's solution](#)

226.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[linlincaleb's solution](#)

227.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[linlincaleb's solution](#)

228.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[linlincaleb's solution](#)

229.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[linlincaleb's solution](#)

230.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[linlincaleb's solution](#)

231.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[linlincaleb's solution](#)

232.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[linlincaleb's solution](#)

233.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[linlincaleb's solution](#)

234.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
[linlincaleb's solution](#)

235.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[linlincaleb's solution](#)

236.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[linlincaleb's solution](#)

237.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[linlincaleb's solution](#)

238.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[linlincaleb's solution](#)

239.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[linlincaleb's solution](#)

240.

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · last AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[linlincaleb's solution](#)

241.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[linlincaleb's solution](#)

242.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[linlincaleb's solution](#)

243.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[linlincaleb's solution](#)

244.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings
[linlincaleb's solution](#)

245.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[linlincaleb's solution](#)

246.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
[linlincaleb's solution](#)

247.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[linlincaleb's solution](#)

248.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[linlincaleb's solution](#)

249.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[linlincaleb's solution](#)

250.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[linlincaleb's solution](#)

251.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[linlincaleb's solution](#)

252.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[linlincaleb's solution](#)

253.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[linlincaleb's solution](#)

254.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[linlincaleb's solution](#)

255.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[linlincaleb's solution](#)

256.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[linlincaleb's solution](#)

257.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[linlincaleb's solution](#)

258.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[linlincaleb's solution](#)

259.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[linlincaleb's solution](#)

260.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[linlincaleb's solution](#)

261.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[linlincaleb's solution](#)

262.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[linlincaleb's solution](#)

263.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[linlincaleb's solution](#)

264.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[linlincaleb's solution](#)

265.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[linlincaleb's solution](#)

266.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[linlincaleb's solution](#)

267.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[linlincaleb's solution](#)

268.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[linlincaleb's solution](#)

269.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[linlincaleb's solution](#)

270.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[linlincaleb's solution](#)

271.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[linlincaleb's solution](#)

272.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[linlincaleb's solution](#)

273.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[linlincaleb's solution](#)

274.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[linlincaleb's solution](#)

275.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[linlincaleb's solution](#)

276.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[linlincaleb's solution](#)

277.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[linlincaleb's solution](#)

278.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[linlincaleb's solution](#)

279.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[linlincaleb's solution](#)

280.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[linlincaleb's solution](#)

281.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[linlincaleb's solution](#)

282.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[linlincaleb's solution](#)

283.

1919D

[01 Tree](#) · [Tutorial](#)

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

[linlincaleb's solution](#)

284.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[linlincaleb's solution](#)

285.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[linlincaleb's solution](#)

286.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[linlincaleb's solution](#)

287.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[linlincaleb's solution](#)

288.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[linlincaleb's solution](#)

289.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[linlincaleb's solution](#)

290.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[linlincaleb's solution](#)

291.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · last AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[linlincaleb's solution](#)

292.

105712B

[Card Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: —

[linlincaleb's solution](#)

293.

105712J

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

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

294.

105712G

[Knight Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

295.

105712L

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

296.

105712E

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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297.

105712H

[Illuminated Lights II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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298.

105712C

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Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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299.

105712N

[String Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

300.

105712A

[Anti-Closed Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

301.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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302.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

303.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

304.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

305.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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306.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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307.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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308.

105535J

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Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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309.

105535A

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Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[linlincaleb's solution](#)

310.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

311.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

312.

105535L

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Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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313.

105535H

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Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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314.

105698D

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Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

315.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

316.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

317.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[linlincaleb's solution](#)

318.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

319.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

320.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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321.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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322.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

323.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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324.

105444M

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

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

325.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

326.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

327.

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[linlincaleb's solution](#)

328.

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

329.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[linlincaleb's solution](#)

330.

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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331.

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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332.

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

333.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

334.

105442F

[Hamster](#) · [Tutorial](#)

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335.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

336.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

337.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

338.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

339.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

340.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

341.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

342.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

343.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

344.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

345.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

346.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

347.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

348.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[linlincaleb's solution](#)

349.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[linlincaleb's solution](#)

350.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[linlincaleb's solution](#)

351.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[linlincaleb's solution](#)

352.

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[linlincaleb's solution](#)

353.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

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