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1.

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54.

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79.

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87.

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90.

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94.

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1728A

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98.

1709A

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99.

1706A

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100.

1705A

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101.

1696A

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102.

1701B

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103.

1701A

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104.

1698B

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105.

1698A

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106.

1695A

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107.

1689A

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108.

1691A

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109.

1684B

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110.

1684A

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111.

1681B

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112.

1681A

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113.

1661A

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114.

1672B

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115.

1672A

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116.

1671A

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117.

1665A

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118.

1651B

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119.

1651A

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120.

1658B

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121.

1658A

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122.

1654B

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123.

1654A

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124.

1656A

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125.

1657B

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126.

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1647A

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128.

1646B

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129.

1646A

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130.

1644B

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131.

1644A

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132.

1637A

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133.

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134.

1621A

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1615A

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136.

1594A

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137.

1616A

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138.

1574A

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139.

1566B

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1566A

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141.

1569A

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142.

1567A

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143.

1556A

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144.

1562A

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145.

1557A

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146.

1552A

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147.

1553A

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148.

1530B

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149.

1530A

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150.

1550A

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151.

1536A

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152.

1542A

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153.

1527A

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154.

1537A

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155.

1534A

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156.

1535A

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157.

1539B

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158.

1515A

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159.

1519B

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160.

1519A

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161.

1517A

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162.

1511A

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163.

1498A

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164.

1453A

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1413A

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166.

71A

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167.

1328A

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168.

1452C

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169.

1452A

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170.

1400A

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171.

1392B

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172.

1392A

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173.

1398B

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174.

1398A

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175.

1391B

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176.

1391A

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177.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
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178.

1372A

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

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179.

1371A

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180.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[lukamosiashvili's solution](#)

181.

1352A

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182.

1351A

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183.

1345A

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Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[lukamosiashvili's solution](#)

184.

1348A

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Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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185.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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186.

1325A

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187.

1312A

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188.

1323A

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189.

1315A

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[lukamosiashvili's solution](#)

190.

1304A

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Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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191.

1287A

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Quality: 22,436 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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192.

1270A

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Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
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193.

1283A

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194.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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195.

1230A

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

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196.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[lukamosiashvili's solution](#)

197.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lukamosiashvili's solution](#)

198.

1207A

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

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

199.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[lukamosiashvili's solution](#)

200.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[lukamosiashvili's solution](#)

201.

1196A

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

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[lukamosiashvili's solution](#)

202.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

203.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lukamosiashvili's solution](#)

204.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lukamosiashvili's solution](#)

205.

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

206.

1183A

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

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

207.

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[lukamosiashvili's solution](#)

208.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

209.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

210.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

211.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

212.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lukamosiashvili's solution](#)

213.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

214.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,040 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

215.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

216.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

217.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

218.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

219.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lukamosiashvili's solution](#)

220.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lukamosiashvili's solution](#)

221.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lukamosiashvili's solution](#)

222.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

223.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

224.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

225.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

226.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

227.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

228.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

229.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[lukamosiashvili's solution](#)

230.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

231.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

232.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

233.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

234.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,981 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

235.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,348 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

236.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

237.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

238.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[lukamosiashvili's solution](#)

239.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

240.

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

241.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

242.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

243.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

244.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[lukamosiashvili's solution](#)

245.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

246.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

247.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

248.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math

[lukamosiashvili's solution](#)

249.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

250.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,805 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[lukamosiashvili's solution](#)

251.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

252.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2017-06-30 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

253.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[lukamosiashvili's solution](#)

254.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[lukamosiashvili's solution](#)

255.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

256.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,202 global accepts · Rating: 800 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

257.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

258.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

259.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: brute force, math

[lukamosiashvili's solution](#)

260.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,189 global accepts · Rating: 800 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

261.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

262.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

263.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

264.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

265.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

266.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

267.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

268.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

269.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-04-14 · GNU C++11 (first AC) · Tags: *special, implementation

[lukamosiashvili's solution](#)

270.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2017-04-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[lukamosiashvili's solution](#)

271.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

272.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

273.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

274.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 800 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

275.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

276.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,767 global accepts · Rating: 800 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

277.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

278.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

279.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

280.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[lukamosiashvili's solution](#)

281.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,525 global accepts · Rating: 800 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

282.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,426 global accepts · Rating: 800 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: *special, implementation

[lukamosiashvili's solution](#)

283.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,914 global accepts · Rating: 800 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: brute force

[lukamosiashvili's solution](#)

284.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,498 global accepts · Rating: 800 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: number theory

[lukamosiashvili's solution](#)

285.

443A

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

Quality: 112,029 global accepts · Rating: 800 · first AC: 2017-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

286.

268A

[Games](#) · [Tutorial](#)

Quality: 104,198 global accepts · Rating: 800 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: brute force

[lukamosiashvili's solution](#)

287.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2017-02-12 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

288.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2017-02-12 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

289.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2017-02-10 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

290.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,379 global accepts · Rating: 800 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

291.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[lukamosiashvili's solution](#)

292.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

293.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,389 global accepts · Rating: 800 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

294.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

295.

266B

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

Quality: 166,064 global accepts · Rating: 800 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[lukamosiashvili's solution](#)

296.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: math, probabilities

[lukamosiashvili's solution](#)

297.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,507 global accepts · Rating: 800 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

298.

59A

[Word](#) · [Tutorial](#)

Quality: 227,896 global accepts · Rating: 800 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

299.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,980 global accepts · Rating: 800 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[lukamosiashvili's solution](#)

300.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,945 global accepts · Rating: 800 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

301.

228A

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913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

405.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[lukamosiashvili's solution](#)

406.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

407.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[lukamosiashvili's solution](#)

408.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

409.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

410.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

411.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

412.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: implementation, strings
[lukamosiashvili's solution](#)

413.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[lukamosiashvili's solution](#)

414.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

415.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

416.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

417.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,914 global accepts · Rating: 900 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

418.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

419.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

420.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

421.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

422.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

423.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[lukamosiashvili's solution](#)

424.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

425.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[lukamosiashvili's solution](#)

426.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: implementation, number theory

[lukamosiashvili's solution](#)

427.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

428.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: brute force, greedy

[lukamosiashvili's solution](#)

429.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[lukamosiashvili's solution](#)

430.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2017-04-02 · GNU C++11 (first AC) · Tags: sortings

[lukamosiashvili's solution](#)

431.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

432.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

433.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

434.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

435.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

436.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,736 global accepts · Rating: 900 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: number theory
[lukamosiashvili's solution](#)

437.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2017-02-12 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

438.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,892 global accepts · Rating: 900 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

439.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

440.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: math
[lukamosiashvili's solution](#)

441.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

442.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,052 global accepts · Rating: 900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: strings
[lukamosiashvili's solution](#)

443.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[lukamosiashvili's solution](#)

444.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,692 global accepts · Rating: 900 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

445.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[lukamosiashvili's solution](#)

446.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

447.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

448.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[lukamosiashvili's solution](#)

449.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

450.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2016-11-08 · GNU C++11 (first AC) · Tags: implementation, strings
[lukamosiashvili's solution](#)

451.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lukamosiashvili's solution](#)

452.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lukamosiashvili's solution](#)

453.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,809 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lukamosiashvili's solution](#)

454.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lukamosiashvili's solution](#)

455.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

456.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[lukamosiashvili's solution](#)

457.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[lukamosiashvili's solution](#)

458.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[lukamosiashvili's solution](#)

459.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[lukamosiashvili's solution](#)

460.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[lukamosiashvili's solution](#)

461.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[lukamosiashvili's solution](#)

462.

2039B

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

Quality: 17,295 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[lukamosiashvili's solution](#)

463.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[lukamosiashvili's solution](#)

464.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

465.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-07-01 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

466.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2024-02-28 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory
[lukamosiashvili's solution](#)

467.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-02-13 · Python 3 (first AC) · Tags: brute force, greedy, math
[lukamosiashvili's solution](#)

468.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · Python 3 (first AC) · Tags: brute force, greedy, math
[lukamosiashvili's solution](#)

469.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,203 global accepts · Rating: 1000 · first AC: 2017-02-14 · last AC: 2023-11-12 · GNU C++11 (first AC) · Tags: math
[lukamosiashvili's solution](#)

470.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2016-12-19 · last AC: 2023-10-08 · GNU C++11 (first AC) · Tags: math
[lukamosiashvili's solution](#)

471.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lukamosiashvili's solution](#)

472.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lukamosiashvili's solution](#)

473.

1785A

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

Rating: 1000 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

474.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,365 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lukamosiashvili's solution](#)

475.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lukamosiashvili's solution](#)

476.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[lukamosiashvili's solution](#)

477.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

478.

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
[lukamosiashvili's solution](#)

479.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[lukamosiashvili's solution](#)

480.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[lukamosiashvili's solution](#)

481.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lukamosiashvili's solution](#)

482.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[lukamosiashvili's solution](#)

483.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[lukamosiashvili's solution](#)

484.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[lukamosiashvili's solution](#)

485.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lukamosiashvili's solution](#)

486.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

487.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lukamosiashvili's solution](#)

488.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[lukamosiashvili's solution](#)

489.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

490.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[lukamosiashvili's solution](#)

491.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[lukamosiashvili's solution](#)

492.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

493.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[lukamosiashvili's solution](#)

494.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lukamosiashvili's solution](#)

495.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lukamosiashvili's solution](#)

496.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[lukamosiashvili's solution](#)

497.

1257B

[Magic Stick](#) · [Tutorial](#)

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

[lukamosiashvili's solution](#)

498.

1230B

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

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

499.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lukamosiashvili's solution](#)

500.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lukamosiashvili's solution](#)

501.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

502.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

503.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[lukamosiashvili's solution](#)

504.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

505.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

506.

1195B

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Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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507.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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508.

1155A

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509.

1153A

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510.

1136B

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511.

1133A

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512.

1107B

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513.

1100A

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Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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514.

1101A

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515.

1077B

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516.

1054B

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517.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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518.

1041B

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519.

1036A

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520.

1027A

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521.

1023B

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522.

1020B

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523.

1008B

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524.

991A

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525.

981B

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526.

118A

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527.

909A

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Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
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528.

450A

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529.

862A

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530.

560A

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531.

849A

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532.

844A

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533.

816A

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534.

622A

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535.

742A

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536.

831A

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537.

727A

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538.

500A

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539.

499B

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540.

798A

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Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
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541.

805C

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542.

805A

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543.

805B

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Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms
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544.

535A

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545.

237A

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546.

441A

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547.

579A

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548.

389A

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Quality: 14,976 global accepts · Rating: 1000 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: greedy, math
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549.

757A

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Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: implementation
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550.

465B

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551.

75A

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552.

515A

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553.

476A

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554.

265B

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555.

379A

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Quality: 53,261 global accepts · Rating: 1000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: implementation
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556.

462A

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[lukamosiashvili's solution](#)

557.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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558.

230A

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Quality: 97,478 global accepts · Rating: 1000 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: greedy, sortings
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559.

268B

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560.

733A

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[lukamosiashvili's solution](#)

561.

43A

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562.

584A

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563.

385A

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Quality: 17,324 global accepts · Rating: 1000 · first AC: 2017-01-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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564.

58A

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Quality: 155,981 global accepts · Rating: 1000 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: greedy, strings
[lukamosiashvili's solution](#)

565.

122A

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Quality: 149,786 global accepts · Rating: 1000 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: brute force, number theory
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566.

753A

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567.

404A

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568.

131A

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569.

479A

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570.

69A

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571.

37A

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572.

577A

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573.

501B

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574.

2155B

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575.

2138A

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576.

2128B

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Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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577.

2122B

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578.

1991B

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579.

2107B

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Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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580.

2104C

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581.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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582.

2096B

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583.

2029B

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584.

2084B

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585.

2086B

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Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
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586.

2061B

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587.

1994B

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Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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588.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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589.

1932B

[Chaya Calendar](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

590.

1867B

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Quality: 18,629 global accepts · Rating: 1100 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, strings
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591.

456A

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Quality: 56,776 global accepts · Rating: 1100 · first AC: 2017-02-19 · last AC: 2023-12-23 · GNU C++11 (first AC) · Tags: sortings
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592.

706B

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

Quality: 84,425 global accepts · Rating: 1100 · first AC: 2017-05-25 · last AC: 2023-10-28 · GNU C++11 (first AC) · Tags: binary search, dp,

implementation

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593.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-28 · last AC: 2023-10-07 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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594.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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595.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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596.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[lukamosiashvili's solution](#)

597.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

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598.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lukamosiashvili's solution](#)

599.

1726B

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600.

1731B

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601.

1743C

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[lukamosiashvili's solution](#)

602.

1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[lukamosiashvili's solution](#)

603.

1685A

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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604.

1672C

[Unequal Array](#) · [Tutorial](#)

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605.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[lukamosiashvili's solution](#)

606.

1637B

[MEX and Array](#) · [Tutorial](#)

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607.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

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608.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[lukamosiashvili's solution](#)

609.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[lukamosiashvili's solution](#)

610.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[lukamosiashvili's solution](#)

611.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lukamosiashvili's solution](#)

612.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

613.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lukamosiashvili's solution](#)

614.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[lukamosiashvili's solution](#)

615.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lukamosiashvili's solution](#)

616.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

617.

1401B

[Ternary Sequence](#) · [Tutorial](#)

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

[lukamosiashvili's solution](#)

618.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

619.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lukamosiashvili's solution](#)

620.

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

[lukamosiashvili's solution](#)

621.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[lukamosiashvili's solution](#)

622.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

623.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

624.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lukamosiashvili's solution](#)

625.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lukamosiashvili's solution](#)

626.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[lukamosiashvili's solution](#)

627.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lukamosiashvili's solution](#)

628.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

629.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

630.

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lukamosiashvili's solution](#)

631.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lukamosiashvili's solution](#)

632.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

633.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[lukamosiashvili's solution](#)

634.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

635.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lukamosiashvili's solution](#)

636.

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[lukamosiashvili's solution](#)

637.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

638.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

639.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[lukamosiashvili's solution](#)

640.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

641.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

642.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,726 global accepts · Rating: 1100 · first AC: 2017-02-06 · last AC: 2017-11-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

643.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[lukamosiashvili's solution](#)

644.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, implementation

[lukamosiashvili's solution](#)

645.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[lukamosiashvili's solution](#)

646.

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[lukamosiashvili's solution](#)

647.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: geometry
[lukamosiashvili's solution](#)

648.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[lukamosiashvili's solution](#)

649.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings
[lukamosiashvili's solution](#)

650.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math
[lukamosiashvili's solution](#)

651.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

652.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[lukamosiashvili's solution](#)

653.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

654.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

655.

259C

[Little Elephant and Bits](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: greedy, strings
[lukamosiashvili's solution](#)

656.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-06-11 · GNU C++11 (first AC) · Tags: implementation, sortings
[lukamosiashvili's solution](#)

657.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[lukamosiashvili's solution](#)

658.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,064 global accepts · Rating: 1100 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: brute force, dp
[lukamosiashvili's solution](#)

659.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: math
[lukamosiashvili's solution](#)

660.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

661.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[lukamosiashvili's solution](#)

662.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

663.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: greedy, math
[lukamosiashvili's solution](#)

664.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[lukamosiashvili's solution](#)

665.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

666.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2017-04-27 · GNU C++11 (first AC) · Tags: implementation
[lukamosiashvili's solution](#)

667.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: brute force

[lukamosiashvili's solution](#)

668.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2017-04-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

669.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

670.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2017-04-02 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[lukamosiashvili's solution](#)

671.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[lukamosiashvili's solution](#)

672.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[lukamosiashvili's solution](#)

673.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: dp, implementation

[lukamosiashvili's solution](#)

674.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2017-03-09 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

675.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[lukamosiashvili's solution](#)

676.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: brute force, greedy

[lukamosiashvili's solution](#)

677.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,391 global accepts · Rating: 1100 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

678.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

679.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[lukamosiashvili's solution](#)

680.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 1200 · first AC: 2017-12-01 · last AC: 2026-01-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lukamosiashvili's solution](#)

681.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lukamosiashvili's solution](#)

682.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[lukamosiashvili's solution](#)

683.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lukamosiashvili's solution](#)

684.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lukamosiashvili's solution](#)

685.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

686.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lukamosiashvili's solution](#)

687.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

688.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

689.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[lukamosiashvili's solution](#)

690.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[lukamosiashvili's solution](#)

691.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lukamosiashvili's solution](#)

692.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[lukamosiashvili's solution](#)

693.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[lukamosiashvili's solution](#)

694.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[lukamosiashvili's solution](#)

695.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

696.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[lukamosiashvili's solution](#)

697.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[lukamosiashvili's solution](#)

698.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[lukamosiashvili's solution](#)

699.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lukamosiashvili's solution](#)

700.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

701.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lukamosiashvili's solution](#)

702.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[lukamosiashvili's solution](#)

703.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2024-02-28 · PyPy 3 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lukamosiashvili's solution](#)

704.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2018-03-23 · last AC: 2024-02-03 · GNU C++11 (first AC) · Tags: graphs, implementation

[lukamosiashvili's solution](#)

705.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2017-03-08 · last AC: 2023-12-17 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[lukamosiashvili's solution](#)

706.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lukamosiashvili's solution](#)

707.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · last AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lukamosiashvili's solution](#)

708.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[lukamosiashvili's solution](#)

709.

1586B

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

Quality: 1200 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[lukamosiashvili's solution](#)

710.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

711.

1792B

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

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

712.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[lukamosiashvili's solution](#)

713.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[lukamosiashvili's solution](#)

714.

1738B

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Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lukamosiashvili's solution](#)

715.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[lukamosiashvili's solution](#)

716.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

717.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[lukamosiashvili's solution](#)

718.

1656C

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

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

[lukamosiashvili's solution](#)

719.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

720.

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
[lukamosiashvili's solution](#)

721.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[lukamosiashvili's solution](#)

722.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

723.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[lukamosiashvili's solution](#)

724.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[lukamosiashvili's solution](#)

725.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[lukamosiashvili's solution](#)

726.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[lukamosiashvili's solution](#)

727.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[lukamosiashvili's solution](#)

728.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lukamosiashvili's solution](#)

729.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

730.

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
[lukamosiashvili's solution](#)

731.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

732.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lukamosiashvili's solution](#)

733.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[lukamosiashvili's solution](#)

734.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[lukamosiashvili's solution](#)

735.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[lukamosiashvili's solution](#)

736.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,817 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lukamosiashvili's solution](#)

737.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[lukamosiashvili's solution](#)

738.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[lukamosiashvili's solution](#)

739.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

740.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

741.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[lukamosiashvili's solution](#)

742.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lukamosiashvili's solution](#)

743.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

744.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

745.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

746.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

747.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lukamosiashvili's solution](#)

748.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

749.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

750.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lukamosiashvili's solution](#)

751.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[lukamosiashvili's solution](#)

752.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[lukamosiashvili's solution](#)

753.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lukamosiashvili's solution](#)

754.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lukamosiashvili's solution](#)

755.

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

756.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[lukamosiashvili's solution](#)

757.

1121B

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

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

758.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[lukamosiashvili's solution](#)

759.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,167 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[lukamosiashvili's solution](#)

760.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

761.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[lukamosiashvili's solution](#)

762.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[lukamosiashvili's solution](#)

763.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

764.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[lukamosiashvili's solution](#)

765.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lukamosiashvili's solution](#)

766.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[lukamosiashvili's solution](#)

767.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[lukamosiashvili's solution](#)

768.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[lukamosiashvili's solution](#)

769.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lukamosiashvili's solution](#)

770.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[lukamosiashvili's solution](#)

771.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[lukamosiashvili's solution](#)

772.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

773.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

774.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lukamosiashvili's solution](#)

775.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

776.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

777.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

778.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[lukamosiashvili's solution](#)

779.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

780.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

781.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

782.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

783.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[lukamosiashvili's solution](#)

784.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[lukamosiashvili's solution](#)

785.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

786.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[lukamosiashvili's solution](#)

787.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: greedy, two pointers

[lukamosiashvili's solution](#)

788.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1200 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[lukamosiashvili's solution](#)

789.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

790.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[lukamosiashvili's solution](#)

791.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[lukamosiashvili's solution](#)

792.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

793.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

794.

842A

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

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[lukamosiashvili's solution](#)

795.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

796.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

797.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2017-07-24 · last AC: 2017-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[lukamosiashvili's solution](#)

798.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[lukamosiashvili's solution](#)

799.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lukamosiashvili's solution](#)

800.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[lukamosiashvili's solution](#)

801.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

802.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

803.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

804.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

805.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

806.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[lukamosiashvili's solution](#)

807.

779C

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Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

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808.

682B

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Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-04-15 · GNU C++11 (first AC) · Tags: sortings

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809.

492B

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810.

459A

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Quality: 36,404 global accepts · Rating: 1200 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: implementation

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811.

474B

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Quality: 62,523 global accepts · Rating: 1200 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: binary search, implementation

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812.

546B

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Quality: 18,607 global accepts · Rating: 1200 · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

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813.

776B

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Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

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814.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2017-02-27 · GNU C++11 (first AC) · Tags: greedy, implementation

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815.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: implementation, math
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816.

466A

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817.

2206K

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Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-11 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
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818.

2201A1

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Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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819.

2023A

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820.

2144C

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Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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821.

2165A

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Quality: 14,106 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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822.

4C

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823.

2152B

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Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
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824.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[lukamosiashvili's solution](#)

825.

2124C

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Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lukamosiashvili's solution](#)

826.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lukamosiashvili's solution](#)

827.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[lukamosiashvili's solution](#)

828.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[lukamosiashvili's solution](#)

829.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

830.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

831.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[lukamosiashvili's solution](#)

832.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lukamosiashvili's solution](#)

833.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lukamosiashvili's solution](#)

834.

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[lukamosiashvili's solution](#)

835.

1931D

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Quality: 30,622 global accepts · Rating: 1300 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[lukamosiashvili's solution](#)

836.

1927D

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Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-06 · Python 3 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[lukamosiashvili's solution](#)

837.

330B

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

Quality: 19,386 global accepts · Rating: 1300 · first AC: 2017-12-16 · last AC: 2024-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[lukamosiashvili's solution](#)

838.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[lukamosiashvili's solution](#)

839.

545D

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Quality: 29,509 global accepts · Rating: 1300 · first AC: 2017-02-20 · last AC: 2023-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[lukamosiashvili's solution](#)

840.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[lukamosiashvili's solution](#)

841.

1470A

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Quality: 29,384 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[lukamosiashvili's solution](#)

842.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lukamosiashvili's solution](#)

843.

1839C

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Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lukamosiashvili's solution](#)

844.

1819A

[Constructive Problem](#) · [Tutorial](#)

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[lukamosiashvili's solution](#)

845.

1815A

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Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

846.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lukamosiashvili's solution](#)

847.

1810C

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Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[lukamosiashvili's solution](#)

848.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

849.

1726C

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Quality: 13,398 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[lukamosiashvili's solution](#)

850.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lukamosiashvili's solution](#)

851.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lukamosiashvili's solution](#)

852.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lukamosiashvili's solution](#)

853.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[lukamosiashvili's solution](#)

854.

1733C

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Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[lukamosiashvili's solution](#)

855.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[lukamosiashvili's solution](#)

856.

1661B

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Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[lukamosiashvili's solution](#)

857.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[lukamosiashvili's solution](#)

858.

1647C

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[lukamosiashvili's solution](#)

859.

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

[lukamosiashvili's solution](#)

860.

1615B

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Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[lukamosiashvili's solution](#)

861.

1594E1

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

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lukamosiashvili's solution](#)

862.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

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863.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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864.

1553B

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865.

1534C

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866.

1498B

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Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

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867.

1401C

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868.

1381A1

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Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

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869.

1372B

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870.

1371C

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871.

1364B

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872.

1366B

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Quality: 27,951 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[lukamosiashvili's solution](#)

873.

1365B

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Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

874.

1326C

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Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[lukamosiashvili's solution](#)

875.

1119B

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Quality: 16,367 global accepts · Rating: 1300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[lukamosiashvili's solution](#)

876.

1323C

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Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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877.

1315B

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

[lukamosiashvili's solution](#)

878.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[lukamosiashvili's solution](#)

879.

1220C

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Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[lukamosiashvili's solution](#)

880.

1220B

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Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

881.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lukamosiashvili's solution](#)

882.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lukamosiashvili's solution](#)

883.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lukamosiashvili's solution](#)

884.

1194B

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Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

885.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[lukamosiashvili's solution](#)

886.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

887.

1152B

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Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[lukamosiashvili's solution](#)

888.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

889.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lukamosiashvili's solution](#)

890.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

891.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

892.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[lukamosiashvili's solution](#)

893.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lukamosiashvili's solution](#)

894.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

895.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lukamosiashvili's solution](#)

896.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

897.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

898.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lukamosiashvili's solution](#)

899.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

900.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, math
[lukamosiashvili's solution](#)

901.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[lukamosiashvili's solution](#)

902.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[lukamosiashvili's solution](#)

903.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms
[lukamosiashvili's solution](#)

904.

996B

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932B

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1184B1

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Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[lukamosiashvili's solution](#)

1002.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[lukamosiashvili's solution](#)

1003.

1183D

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

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

1004.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lukamosiashvili's solution](#)

1005.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

1006.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[lukamosiashvili's solution](#)

1007.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

1008.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

1009.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1010.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2018-12-13 · last AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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1011.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

1012.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

1013.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[lukamosiashvili's solution](#)

1014.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[lukamosiashvili's solution](#)

1015.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

1016.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lukamosiashvili's solution](#)

1017.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[lukamosiashvili's solution](#)

1018.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

1019.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[lukamosiashvili's solution](#)

1020.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[lukamosiashvili's solution](#)

1021.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

1022.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

1023.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,428 global accepts · Rating: 1400 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lukamosiashvili's solution](#)

1024.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[lukamosiashvili's solution](#)

1025.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[lukamosiashvili's solution](#)

1026.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[lukamosiashvili's solution](#)

1027.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lukamosiashvili's solution](#)

1028.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

1029.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,004 global accepts · Rating: 1400 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

1030.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[lukamosiashvili's solution](#)

1031.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

1032.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1033.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: dp, greedy, math
[lukamosiashvili's solution](#)

1034.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[lukamosiashvili's solution](#)

1035.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: games, math
[lukamosiashvili's solution](#)

1036.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

1037.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2017-05-11 · last AC: 2017-05-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math, strings
[lukamosiashvili's solution](#)

1038.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: combinatorics
[lukamosiashvili's solution](#)

1039.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2017-04-26 · GNU C++11 (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

1040.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[lukamosiashvili's solution](#)

1041.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,168 global accepts · Rating: 1400 · first AC: 2017-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[lukamosiashvili's solution](#)

1042.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2017-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[lukamosiashvili's solution](#)

1043.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,795 global accepts · Rating: 1400 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

1044.

279B

[Books](#) · [Tutorial](#)

Quality: 72,408 global accepts · Rating: 1400 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[lukamosiashvili's solution](#)

1045.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2017-10-06 · last AC: 2025-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[lukamosiashvili's solution](#)

1046.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lukamosiashvili's solution](#)

1047.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lukamosiashvili's solution](#)

1048.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lukamosiashvili's solution](#)

1049.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[lukamosiashvili's solution](#)

1050.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lukamosiashvili's solution](#)

1051.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[lukamosiashvili's solution](#)

1052.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lukamosiashvili's solution](#)

1053.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

1054.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

1055.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[lukamosiashvili's solution](#)

1056.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2018-05-26 · last AC: 2024-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lukamosiashvili's solution](#)

1057.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[lukamosiashvili's solution](#)

1058.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lukamosiashvili's solution](#)

1059.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1060.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[lukamosiashvili's solution](#)

1061.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lukamosiashvili's solution](#)

1062.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation,

math

[lukamosiashvili's solution](#)

1063.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[lukamosiashvili's solution](#)

1064.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[lukamosiashvili's solution](#)

1065.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[lukamosiashvili's solution](#)

1066.

1651C

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

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[lukamosiashvili's solution](#)

1067.

1646C

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

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[lukamosiashvili's solution](#)

1068.

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

[lukamosiashvili's solution](#)

1069.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[lukamosiashvili's solution](#)

1070.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lukamosiashvili's solution](#)

1071.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

1072.

1552B

[Running for Gold](#) · [Tutorial](#)

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

sortings

[lukamosiashvili's solution](#)

1073.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[lukamosiashvili's solution](#)

1074.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[lukamosiashvili's solution](#)

1075.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lukamosiashvili's solution](#)

1076.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lukamosiashvili's solution](#)

1077.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[lukamosiashvili's solution](#)

1078.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[lukamosiashvili's solution](#)

1079.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

1080.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

1081.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[lukamosiashvili's solution](#)

1082.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

1083.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lukamosiashvili's solution](#)

1084.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[lukamosiashvili's solution](#)

1085.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lukamosiashvili's solution](#)

1086.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[lukamosiashvili's solution](#)

1087.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[lukamosiashvili's solution](#)

1088.

1287B

[Hyperset](#) · [Tutorial](#)

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

[lukamosiashvili's solution](#)

1089.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[lukamosiashvili's solution](#)

1090.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lukamosiashvili's solution](#)

1091.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lukamosiashvili's solution](#)

1092.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[lukamosiashvili's solution](#)

1093.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lukamosiashvili's solution](#)

1094.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lukamosiashvili's solution](#)

1095.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[lukamosiashvili's solution](#)

1096.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lukamosiashvili's solution](#)

1097.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[lukamosiashvili's solution](#)

1098.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graphs, implementation
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1099.

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
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1100.

1154D

[Walking Robot](#) · [Tutorial](#)

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1101.

1136C

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1102.

1133D

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1103.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1104.

1105C

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1105.

1101C

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Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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1106.

1101E

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1107.

1102D

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1108.

976C

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1109.

696A

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Quality: 6,458 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
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1110.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
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1111.

1066B

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1112.

224B

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: bitmasks, implementation, two pointers
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1113.

1051C

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Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
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1114.

265D

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Rating: 1500 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[lukamosiashvili's solution](#)

1115.

978D

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[lukamosiashvili's solution](#)

1116.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

1117.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[lukamosiashvili's solution](#)

1118.

873B

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Quality: 9,109 global accepts · Rating: 1500 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: dp, implementation

[lukamosiashvili's solution](#)

1119.

1000B

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Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

1120.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: binary search, implementation

[lukamosiashvili's solution](#)

1121.

977E

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[lukamosiashvili's solution](#)

1122.

960B

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Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[lukamosiashvili's solution](#)

1123.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[lukamosiashvili's solution](#)

1124.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar

[lukamosiashvili's solution](#)

1125.

204B

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Quality: 5,907 global accepts · Rating: 1500 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[lukamosiashvili's solution](#)

1126.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[lukamosiashvili's solution](#)

1127.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[lukamosiashvili's solution](#)

1128.

676C

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1129.

340D

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Quality: 7,904 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

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1130.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: brute force, two pointers

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1131.

908C

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Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[lukamosiashvili's solution](#)

1132.

91B

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Quality: 7,734 global accepts · Rating: 1500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures

[lukamosiashvili's solution](#)

1133.

545C

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Quality: 32,860 global accepts · Rating: 1500 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

1134.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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1135.

574B

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Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[lukamosiashvili's solution](#)

1136.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[lukamosiashvili's solution](#)

1137.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

1138.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,541 global accepts · Rating: 1500 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[lukamosiashvili's solution](#)

1139.

702B

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[lukamosiashvili's solution](#)

1140.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[lukamosiashvili's solution](#)

1141.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: dp, math, matrices

[lukamosiashvili's solution](#)

1142.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[lukamosiashvili's solution](#)

1143.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

1144.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[lukamosiashvili's solution](#)

1145.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1146.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[lukamosiashvili's solution](#)

1147.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: implementation, number theory

[lukamosiashvili's solution](#)

1148.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2017-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[lukamosiashvili's solution](#)

1149.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2017-07-18 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[lukamosiashvili's solution](#)

1150.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2017-07-10 · GNU C++11 (first AC) · Tags: implementation, math

[lukamosiashvili's solution](#)

1151.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, math

[lukamosiashvili's solution](#)

1152.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lukamosiashvili's solution](#)

1153.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[lukamosiashvili's solution](#)

1154.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lukamosiashvili's solution](#)

1155.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lukamosiashvili's solution](#)

1156.

2103C

[Median Splits](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

1157.

2084D

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algorithms, greedy, math
[lukamosiashvili's solution](#)

1158.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[lukamosiashvili's solution](#)

1159.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

1160.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[lukamosiashvili's solution](#)

1161.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[lukamosiashvili's solution](#)

1162.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[lukamosiashvili's solution](#)

1163.

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory
[lukamosiashvili's solution](#)

1164.

151D

[Quantity of Strings](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs, math
[lukamosiashvili's solution](#)

1165.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2018-01-26 · last AC: 2024-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings
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1166.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-24 · last AC: 2024-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[lukamosiashvili's solution](#)

1167.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,820 global accepts · Rating: 1600 · first AC: 2017-11-14 · last AC: 2024-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

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1168.

1856C

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Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

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1169.

1849C

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Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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1170.

1528A

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1171.

138A

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Quality: 2,590 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lukamosiashvili's solution](#)

1172.

1801A

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Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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1173.

1782C

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

[lukamosiashvili's solution](#)

1174.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

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1175.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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1176.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[lukamosiashvili's solution](#)

1177.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lukamosiashvili's solution](#)

1178.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[lukamosiashvili's solution](#)

1179.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[lukamosiashvili's solution](#)

1180.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lukamosiashvili's solution](#)

1181.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[lukamosiashvili's solution](#)

1182.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[lukamosiashvili's solution](#)

1183.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lukamosiashvili's solution](#)

1184.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

1185.

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

[lukamosiashvili's solution](#)

1186.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lukamosiashvili's solution](#)

1187.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[lukamosiashvili's solution](#)

1188.

1537E1

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

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[lukamosiashvili's solution](#)

1189.

1539D

[PriceFixed · Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[lukamosiashvili's solution](#)

1190.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[lukamosiashvili's solution](#)

1191.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[lukamosiashvili's solution](#)

1192.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[lukamosiashvili's solution](#)

1193.

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[lukamosiashvili's solution](#)

1194.

1398C

[Good Subarrays · Tutorial](#)

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1195.

1371D

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1196.

1364C

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1197.

1350C

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1198.

1345C

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1199.

1327C

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1200.

1140C

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1201.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1202.

830B

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1203.

1217B

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1204.

297B

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1205.

1199D

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1206.

1199C

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1207.

1184C1

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1208.

1184D1

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1209.

1189D1

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1210.

156B

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1211.

1175B

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1212.

1148B

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1213.

369C

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1214.

1133F1

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1215.

1113C

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1216.

1099D

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1220.

493C

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1221.

939C

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1222.

1041C

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1223.

1036D

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1224.

1029C

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1225.

1028C

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1226.

1025B

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1227.

1027C

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1228.

1015D

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1229.

722C

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1230.

75C

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1231.

1006E

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1232.

616D

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1233.

1003D

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Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: greedy
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858D

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1235.

992B

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[lukamosiashvili's solution](#)

1236.

962D

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1237.

375B

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1238.

731C

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1239.

733D

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1240.

948C

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Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures
[lukamosiashvili's solution](#)

1241.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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1242.

682C

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1243.

131D

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Quality: 5,265 global accepts · Rating: 1600 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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1244.

916C

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Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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1245.

372A

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Quality: 15,592 global accepts · Rating: 1600 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

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1246.

763A

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1247.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

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1248.

237C

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Quality: 6,646 global accepts · Rating: 1600 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

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1249.

601A

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Quality: 13,873 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

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1250.

573B

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1251.

570C

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implementation

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1252.

431C

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1253.

835C

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1254.

377A

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1255.

845B

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837B

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1257.

832B

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1258.

817C

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1259.

735C

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1260.

343B

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1261.

2206J

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1262.

2201B

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Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1263.

2201A2

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1264.

2023B

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1265.

2178D

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1266.

2161B

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1267.

2159A

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1268.

2152D

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1269.

2150B

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Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
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1270.

2135B

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1271.

2147D

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1272.

2124D

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1273.

2122C

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1274.

2109C2

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1275.

2113C

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1276.

2118D1

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1277.

1906M

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1278.

2089A

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1279.

2104E

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1280.

2096C

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1281.

2029C

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1282.

2086D

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1283.

2039D

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1284.

2006A

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1285.

1984C2

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1286.

1982D

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1287.

1365D

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1288.

1931F

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1289.

1229A

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1290.

1849D

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1291.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

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1292.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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1293.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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1294.

1586C

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

Rating: 1700 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lukamosiashvili's solution](#)

1295.

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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1296.

1628B

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Quality: 12,714 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lukamosiashvili's solution](#)

1297.

1693B

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Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1298.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

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1299.

1810D

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Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1300.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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1301.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[lukamosiashvili's solution](#)

1302.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lukamosiashvili's solution](#)

1303.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lukamosiashvili's solution](#)

1304.

1731D

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

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lukamosiashvili's solution](#)

1305.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[lukamosiashvili's solution](#)

1306.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[lukamosiashvili's solution](#)

1307.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[lukamosiashvili's solution](#)

1308.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[lukamosiashvili's solution](#)

1309.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[lukamosiashvili's solution](#)

1310.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lukamosiashvili's solution](#)

1311.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[lukamosiashvili's solution](#)

1312.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[lukamosiashvili's solution](#)

1313.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[lukamosiashvili's solution](#)

1314.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[lukamosiashvili's solution](#)

1315.

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[lukamosiashvili's solution](#)

1316.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[lukamosiashvili's solution](#)

1317.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[lukamosiashvili's solution](#)

1318.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[lukamosiashvili's solution](#)

1319.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[lukamosiashvili's solution](#)

1320.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[lukamosiashvili's solution](#)

1321.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[lukamosiashvili's solution](#)

1322.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

1323.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lukamosiashvili's solution](#)

1324.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lukamosiashvili's solution](#)

1325.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lukamosiashvili's solution](#)

1326.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lukamosiashvili's solution](#)

1327.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

1328.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[lukamosiashvili's solution](#)

1329.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[lukamosiashvili's solution](#)

1330.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lukamosiashvili's solution](#)

1331.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[lukamosiashvili's solution](#)

1332.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lukamosiashvili's solution](#)

1333.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[lukamosiashvili's solution](#)

1334.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[lukamosiashvili's solution](#)

1335.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
[lukamosiashvili's solution](#)

1336.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[lukamosiashvili's solution](#)

1337.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lukamosiashvili's solution](#)

1338.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2019-01-12 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[lukamosiashvili's solution](#)

1339.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[lukamosiashvili's solution](#)

1340.

1257D

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

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

1341.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy
[lukamosiashvili's solution](#)

1342.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[lukamosiashvili's solution](#)

1343.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[lukamosiashvili's solution](#)

1344.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[lukamosiashvili's solution](#)

1345.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[lukamosiashvili's solution](#)

1346.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[lukamosiashvili's solution](#)

1347.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[lukamosiashvili's solution](#)

1348.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lukamosiashvili's solution](#)

1349.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[lukamosiashvili's solution](#)

1350.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[lukamosiashvili's solution](#)

1351.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive
[lukamosiashvili's solution](#)

1352.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lukamosiashvili's solution](#)

1353.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[lukamosiashvili's solution](#)

1354.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lukamosiashvili's solution](#)

1355.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lukamosiashvili's solution](#)

1356.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[lukamosiashvili's solution](#)

1357.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lukamosiashvili's solution](#)

1358.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[lukamosiashvili's solution](#)

1359.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[lukamosiashvili's solution](#)

1360.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[lukamosiashvili's solution](#)

1361.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[lukamosiashvili's solution](#)

1362.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[lukamosiashvili's solution](#)

1363.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[lukamosiashvili's solution](#)

1364.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[lukamosiashvili's solution](#)

1365.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[lukamosiashvili's solution](#)

1366.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lukamosiashvili's solution](#)

1367.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[lukamosiashvili's solution](#)

1368.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

1369.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · last AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[lukamosiashvili's solution](#)

1370.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[lukamosiashvili's solution](#)

1371.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[lukamosiashvili's solution](#)

1372.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1373.

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1374.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[lukamosiashvili's solution](#)

1375.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —

[lukamosiashvili's solution](#)

1376.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[lukamosiashvili's solution](#)

1377.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lukamosiashvili's solution](#)

1378.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[lukamosiashvili's solution](#)

1379.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: dp, implementation

[lukamosiashvili's solution](#)

1380.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[lukamosiashvili's solution](#)

1381.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[lukamosiashvili's solution](#)

1382.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[lukamosiashvili's solution](#)

1383.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

1384.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[lukamosiashvili's solution](#)

1385.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[lukamosiashvili's solution](#)

1386.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[lukamosiashvili's solution](#)

1387.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[lukamosiashvili's solution](#)

1388.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[lukamosiashvili's solution](#)

1389.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, trees

[lukamosiashvili's solution](#)

1390.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[lukamosiashvili's solution](#)

1391.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[lukamosiashvili's solution](#)

1392.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1393.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[lukamosiashvili's solution](#)

1394.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[lukamosiashvili's solution](#)

1395.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[lukamosiashvili's solution](#)

1396.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lukamosiashvili's solution](#)

1397.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[lukamosiashvili's solution](#)

1398.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[lukamosiashvili's solution](#)

1399.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lukamosiashvili's solution](#)

1400.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[lukamosiashvili's solution](#)

1401.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lukamosiashvili's solution](#)

1402.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[lukamosiashvili's solution](#)

1403.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lukamosiashvili's solution](#)

1404.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[lukamosiashvili's solution](#)

1405.

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[lukamosiashvili's solution](#)

1406.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lukamosiashvili's solution](#)

1407.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[lukamosiashvili's solution](#)

1408.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[lukamosiashvili's solution](#)

1409.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lukamosiashvili's solution](#)

1410.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[lukamosiashvili's solution](#)

1411.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[lukamosiashvili's solution](#)

1412.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[lukamosiashvili's solution](#)

1413.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[lukamosiashvili's solution](#)

1414.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lukamosiashvili's solution](#)

1415.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[lukamosiashvili's solution](#)

1416.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2017-10-13 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[lukamosiashvili's solution](#)

1417.

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

[lukamosiashvili's solution](#)

1418.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lukamosiashvili's solution](#)

1419.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[lukamosiashvili's solution](#)

1420.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[lukamosiashvili's solution](#)

1421.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

1422.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[lukamosiashvili's solution](#)

1423.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lukamosiashvili's solution](#)

1424.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[lukamosiashvili's solution](#)

1425.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[lukamosiashvili's solution](#)

1426.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[lukamosiashvili's solution](#)

1427.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[lukamosiashvili's solution](#)

1428.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[lukamosiashvili's solution](#)

1429.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[lukamosiashvili's solution](#)

1430.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[lukamosiashvili's solution](#)

1431.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lukamosiashvili's solution](#)

1432.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[lukamosiashvili's solution](#)

1433.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[lukamosiashvili's solution](#)

1434.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[lukamosiashvili's solution](#)

1435.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
[lukamosiashvili's solution](#)

1436.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[lukamosiashvili's solution](#)

1437.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[lukamosiashvili's solution](#)

1438.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[lukamosiashvili's solution](#)

1439.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[lukamosiashvili's solution](#)

1440.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[lukamosiashvili's solution](#)

1441.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lukamosiashvili's solution](#)

1442.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[lukamosiashvili's solution](#)

1443.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[lukamosiashvili's solution](#)

1444.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[lukamosiashvili's solution](#)

1445.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[lukamosiashvili's solution](#)

1446.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[lukamosiashvili's solution](#)

1447.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lukamosiashvili's solution](#)

1448.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees
[lukamosiashvili's solution](#)

1449.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[lukamosiashvili's solution](#)

1450.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lukamosiashvili's solution](#)

1451.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[lukamosiashvili's solution](#)

1452.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[lukamosiashvili's solution](#)

1453.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lukamosiashvili's solution](#)

1454.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings
[lukamosiashvili's solution](#)

1455.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[lukamosiashvili's solution](#)

1456.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[lukamosiashvili's solution](#)

1457.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[lukamosiashvili's solution](#)

1458.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

1459.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

1460.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[lukamosiashvili's solution](#)

1461.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[lukamosiashvili's solution](#)

1462.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2019-01-14 · last AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[lukamosiashvili's solution](#)

1463.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1464.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[lukamosiashvili's solution](#)

1465.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[lukamosiashvili's solution](#)

1466.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[lukamosiashvili's solution](#)

1467.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1468.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lukamosiashvili's solution](#)

1469.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[lukamosiashvili's solution](#)

1470.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[lukamosiashvili's solution](#)

1471.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[lukamosiashvili's solution](#)

1472.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[lukamosiashvili's solution](#)

1473.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lukamosiashvili's solution](#)

1474.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[lukamosiashvili's solution](#)

1475.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[lukamosiashvili's solution](#)

1476.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[lukamosiashvili's solution](#)

1477.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[lukamosiashvili's solution](#)

1478.

69E

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953B

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909C

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1483.

652D

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161D

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799C

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1486.

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1487.

371D

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845D

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1497.

2109D

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2002D1

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1500.

2089B1

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1305D

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1502.

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1927F

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1504.

1785B

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1505.

1854A2

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1842D

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1648C

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1511.

1817B

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1799D1

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1787D

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1515.

1774E

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1747D

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61E

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1738D

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1520.

1718A2

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1522.

1696D

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1701D

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1689D

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1525.

1679D

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1661D

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1651D

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1656D

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1647D

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1644E

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1532.

1627D

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1533.

1569D

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1413C

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1535.

1543C

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1538.

1012C

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1400D

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1540.

191C

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1541.

1307D

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1542.

1375D

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1543.

1371E1

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1228D

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1545.

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1546.

1365E

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1547.

1361B

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1548.

1174D

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1549.

1012B

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1550.

1303D

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1551.

1041E

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1552.

557C

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1553.

1220D

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1554.

1044B

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1555.

1208D

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1556.

1207E

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1557.

1197D

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1558.

1184E1

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1559.

685B

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1560.

1183H

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1561.

1175D

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Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

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1562.

597C

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Quality: 6,604 global accepts · Rating: 1900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: data structures, dp

[lukamosiashvili's solution](#)

1563.

1000D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

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1564.

1141F1

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1565.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1566.

1133F2

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1567.

817D

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1568.

1077F1

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1569.

1076E

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1570.

148E

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1571.

14D

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1572.

547B

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1573.

6E

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1574.

374C

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1575.

1017D

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1576.

455B

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1577.

1015E2

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1578.

292E

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1579.

961E

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1580.

739B

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808D

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1582.

319B

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1583.

20C

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1584.

5C

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1585.

2201C

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2165C

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1587.

2154C2

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1588.

2135C

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1589.

2138C2

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1590.

2129C2

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1591.

2103D

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1592.

2096D

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Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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1593.

2062E1

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1594.

2057D

[Gifts Order](#) · [Tutorial](#)

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1595.

2061E

[Kevin and And](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

1596.

1951E

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1597.

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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1598.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

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1599.

1987E

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1600.

1867E1

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

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1601.

899E

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1602.

1588B

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

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[lukamosiashvili's solution](#)

1603.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

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1604.

1841D

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1605.

1830B

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1606.

267B

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1607.

1827B1

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1608.

1815B

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1609.

1804D

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1610.

1788D

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1611.

1726D

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1612.

1763C

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1613.

1770D

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1614.

1731E

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1615.

1764D

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1616.

1718B

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1617.

1685B

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1618.

1672F1

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1619.

1657D

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1620.

1646D

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1621.

1641B

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1622.

1616D

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1623.

1610D

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1624.

1574D

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1625.

1566E

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1626.

1567D

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1627.

1536D

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1628.

1408D

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1629.

1391D

[505 · Tutorial](#)

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1630.

1416C

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1631.

1427D

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1632.

1427C

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1633.

1388D

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1634.

1380D

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1635.

1385E

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1636.

895C

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1637.

1370D

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1638.

1366D

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1639.

1363E

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1640.

1359E

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1641.

1359D

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1642.

1350E

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Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[lukamosiashvili's solution](#)

1643.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lukamosiashvili's solution](#)

1644.

1288D

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[lukamosiashvili's solution](#)

1645.

1345D

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Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[lukamosiashvili's solution](#)

1646.

963B

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1647.

1316D

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1648.

487B

[Strip](#) · [Tutorial](#)

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1649.

1304E

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1650.

1219G

[Harvester](#) · [Tutorial](#)

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1651.

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lukamosiashvili's solution](#)

1652.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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1653.

1101D

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1654.

1183E

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Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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1655.

803E

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Quality: 2,652 global accepts · Rating: 2000 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dp, graphs

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1656.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[lukamosiashvili's solution](#)

1657.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lukamosiashvili's solution](#)

1658.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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1659.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

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1660.

29D

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Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

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1661.

337D

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Quality: 6,906 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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1662.

242E

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1663.

877E

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1664.

999E

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Quality: 7,849 global accepts · Rating: 2000 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

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1665.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

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1666.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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1667.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures

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1668.

522D

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Quality: 4,047 global accepts · Rating: 2000 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: *special, data structures

[lukamosiashvili's solution](#)

1669.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[lukamosiashvili's solution](#)

1670.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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1671.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

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1672.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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1673.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[lukamosiashvili's solution](#)

1674.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lukamosiashvili's solution](#)

1675.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[lukamosiashvili's solution](#)

1676.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

1677.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[lukamosiashvili's solution](#)

1678.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[lukamosiashvili's solution](#)

1679.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[lukamosiashvili's solution](#)

1680.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[lukamosiashvili's solution](#)

1681.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[lukamosiashvili's solution](#)

1682.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lukamosiashvili's solution](#)

1683.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[lukamosiashvili's solution](#)

1684.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[lukamosiashvili's solution](#)

1685.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2018-07-18 · last AC: 2024-03-31 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[lukamosiashvili's solution](#)

1686.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
[lukamosiashvili's solution](#)

1687.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[lukamosiashvili's solution](#)

1688.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[lukamosiashvili's solution](#)

1689.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[lukamosiashvili's solution](#)

1690.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[lukamosiashvili's solution](#)

1691.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[lukamosiashvili's solution](#)

1692.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[lukamosiashvili's solution](#)

1693.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[lukamosiashvili's solution](#)

1694.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
[lukamosiashvili's solution](#)

1695.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · last AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lukamosiashvili's solution](#)

1696.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[lukamosiashvili's solution](#)

1697.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lukamosiashvili's solution](#)

1698.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[lukamosiashvili's solution](#)

1699.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[lukamosiashvili's solution](#)

1700.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[lukamosiashvili's solution](#)

1701.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[lukamosiashvili's solution](#)

1702.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[lukamosiashvili's solution](#)

1703.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[lukamosiashvili's solution](#)

1704.

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
[lukamosiashvili's solution](#)

1705.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[lukamosiashvili's solution](#)

1706.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

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
[lukamosiashvili's solution](#)

1707.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[lukamosiashvili's solution](#)

1708.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-26 · last AC: 2020-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[lukamosiashvili's solution](#)

1709.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[lukamosiashvili's solution](#)

1710.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lukamosiashvili's solution](#)

1711.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

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1712.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[lukamosiashvili's solution](#)

1713.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lukamosiashvili's solution](#)

1714.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

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1715.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

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1716.

1152D

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Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: dp, greedy, trees

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1717.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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1718.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

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1719.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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1720.

620E

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[lukamosiashvili's solution](#)

1721.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[lukamosiashvili's solution](#)

1722.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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1723.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

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1724.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

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1725.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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1726.

920E

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Quality: 7,747 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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1727.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[lukamosiashvili's solution](#)

1728.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, math

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1729.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

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1730.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1731.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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1732.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[lukamosiashvili's solution](#)

1733.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[lukamosiashvili's solution](#)

1734.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[lukamosiashvili's solution](#)

1735.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[lukamosiashvili's solution](#)

1736.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[lukamosiashvili's solution](#)

1737.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lukamosiashvili's solution](#)

1738.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: constructive algorithms, interactive
[lukamosiashvili's solution](#)

1739.

52C

[Circular RMQ · Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lukamosiashvili's solution](#)

1740.

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[lukamosiashvili's solution](#)

1741.

1785C

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

Rating: 2200 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[lukamosiashvili's solution](#)

1742.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[lukamosiashvili's solution](#)

1743.

138C

[Mushroom Gnomes - 2 · Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, probabilities, sortings
[lukamosiashvili's solution](#)

1744.

1470D

[Strange Housing · Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[lukamosiashvili's solution](#)

1745.

1841E

[Fill the Matrix · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[lukamosiashvili's solution](#)

1746.

1815C

[Between · Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[lukamosiashvili's solution](#)

1747.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[lukamosiashvili's solution](#)

1748.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory
[lukamosiashvili's solution](#)

1749.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[lukamosiashvili's solution](#)

1750.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[lukamosiashvili's solution](#)

1751.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[lukamosiashvili's solution](#)

1752.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
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1753.

1657E

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Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
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1754.

1641C

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1755.

1615D

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1756.

1567E

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1757.

1556E

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1758.

1562D2

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1759.

1557D

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1760.

1552F

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1761.

1215E

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1762.

1537F

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1763.

1543D2

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1764.

1542D

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1765.

1537E2

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1766.

1503C

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1767.

1498E

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1768.

1498D

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1769.

1238E

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1770.

1406D

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1771.

1140E

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1772.

1238F

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1773.

1407D

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1774.

1400E

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1775.

323B

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1776.

165E

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1777.

1295E

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1778.

833B

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1779.

1327D

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1780.

1220E

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1781.

1253E

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1782.

1168C

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1783.

86D

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1784.

1194E

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1785.

1175E

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1786.

617E

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1787.

1156E

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1788.

622E

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1789.

1003F

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1790.

56E

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1791.

1037E

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1792.

570D

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1793.

915D

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1794.

2159C

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1795.

2147E

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1796.

2124F1

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1797.

2097B

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1798.

2002D2

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1799.

2002E

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1800.

2107F1

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1801.

2057E1

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1802.

1916E

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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1803.

1927G

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1804.

1404C

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1805.

1588C

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1806.

1849E

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1807.

1528C

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1808.

1842E

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1809.

1628C

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1810.

1693C

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1811.

1824B2

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1812.

1782E

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1813.

1768E

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1814.

1743F

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1815.

1728E

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1816.

1706E

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1817.

1705E

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1818.

1695D2

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1819.

1691E

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1820.

1681F

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1821.

1270E

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1822.

1658D2

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1823.

1654E

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1824.

1621E

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1825.

1610E

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1826.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

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1827.

1552E

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1828.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

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1829.

1553F

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1830.

1550D

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[lukamosiashvili's solution](#)

1831.

1536E

[Omkar and Forest · Tutorial](#)

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1832.

1540B

[Tree Array · Tutorial](#)

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1833.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

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1834.

1285E

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1835.

1009F

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Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

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1836.

1453E

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Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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1837.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
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1838.

1408F

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1839.

1380E

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1840.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lukamosiashvili's solution](#)

1841.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[lukamosiashvili's solution](#)

1842.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[lukamosiashvili's solution](#)

1843.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[lukamosiashvili's solution](#)

1844.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[lukamosiashvili's solution](#)

1845.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[lukamosiashvili's solution](#)

1846.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[lukamosiashvili's solution](#)

1847.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lukamosiashvili's solution](#)

1848.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[lukamosiashvili's solution](#)

1849.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2019-01-14 · last AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[lukamosiashvili's solution](#)

1850.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[lukamosiashvili's solution](#)

1851.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[lukamosiashvili's solution](#)

1852.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[lukamosiashvili's solution](#)

1853.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[lukamosiashvili's solution](#)

1854.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[lukamosiashvili's solution](#)

1855.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lukamosiashvili's solution](#)

1856.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[lukamosiashvili's solution](#)

1857.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[lukamosiashvili's solution](#)

1858.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[lukamosiashvili's solution](#)

1859.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[lukamosiashvili's solution](#)

1860.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lukamosiashvili's solution](#)

1861.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[lukamosiashvili's solution](#)

1862.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[lukamosiashvili's solution](#)

1863.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[lukamosiashvili's solution](#)

1864.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[lukamosiashvili's solution](#)

1865.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[lukamosiashvili's solution](#)

1866.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lukamosiashvili's solution](#)

1867.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[lukamosiashvili's solution](#)

1868.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[lukamosiashvili's solution](#)

1869.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[lukamosiashvili's solution](#)

1870.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[lukamosiashvili's solution](#)

1871.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[lukamosiashvili's solution](#)

1872.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[lukamosiashvili's solution](#)

1873.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lukamosiashvili's solution](#)

1874.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

1875.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[lukamosiashvili's solution](#)

1876.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[lukamosiashvili's solution](#)

1877.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[lukamosiashvili's solution](#)

1878.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lukamosiashvili's solution](#)

1879.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2020-03-11 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[lukamosiashvili's solution](#)

1880.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[lukamosiashvili's solution](#)

1881.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lukamosiashvili's solution](#)

1882.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[lukamosiashvili's solution](#)

1883.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[lukamosiashvili's solution](#)

1884.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lukamosiashvili's solution](#)

1885.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[lukamosiashvili's solution](#)

1886.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[lukamosiashvili's solution](#)

1887.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[lukamosiashvili's solution](#)

1888.

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[lukamosiashvili's solution](#)

1889.

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
[lukamosiashvili's solution](#)

1890.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[lukamosiashvili's solution](#)

1891.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[lukamosiashvili's solution](#)

1892.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[lukamosiashvili's solution](#)

1893.

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers
[lukamosiashvili's solution](#)

1894.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[lukamosiashvili's solution](#)

1895.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[lukamosiashvili's solution](#)

1896.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · last AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[lukamosiashvili's solution](#)

1897.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[lukamosiashvili's solution](#)

1898.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[lukamosiashvili's solution](#)

1899.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2019-06-26 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lukamosiashvili's solution](#)

1900.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[lukamosiashvili's solution](#)

1901.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[lukamosiashvili's solution](#)

1902.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lukamosiashvili's solution](#)

1903.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[lukamosiashvili's solution](#)

1904.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[lukamosiashvili's solution](#)

1905.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[lukamosiashvili's solution](#)

1906.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[lukamosiashvili's solution](#)

1907.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[lukamosiashvili's solution](#)

1908.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[lukamosiashvili's solution](#)

1909.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-06-29 · last AC: 2020-03-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[lukamosiashvili's solution](#)

1910.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[lukamosiashvili's solution](#)

1911.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[lukamosiashvili's solution](#)

1912.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[lukamosiashvili's solution](#)

1913.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[lukamosiashvili's solution](#)

1914.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees
[lukamosiashvili's solution](#)

1915.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
[lukamosiashvili's solution](#)

1916.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[lukamosiashvili's solution](#)

1917.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[lukamosiashvili's solution](#)

1918.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[lukamosiashvili's solution](#)

1919.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
[lukamosiashvili's solution](#)

1920.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[lukamosiashvili's solution](#)

1921.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[lukamosiashvili's solution](#)

1922.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[lukamosiashvili's solution](#)

1923.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[lukamosiashvili's solution](#)

1924.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[lukamosiashvili's solution](#)

1925.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[lukamosiashvili's solution](#)

1926.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[lukamosiashvili's solution](#)

1927.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[lukamosiashvili's solution](#)

1928.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

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1929.

1788F

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Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

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1930.

1779F

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Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

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1931.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

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1932.

1737E

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Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

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1933.

1701E

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1934.

1691F

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1935.

1658E

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1936.

1647E

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1937.

1055E

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1938.

1065F

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1939.

1368E

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Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[lukamosiashvili's solution](#)

1940.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[lukamosiashvili's solution](#)

1941.

840C

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[lukamosiashvili's solution](#)

1942.

1574E

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Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
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1943.

1556F

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Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
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1944.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[lukamosiashvili's solution](#)

1945.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[lukamosiashvili's solution](#)

1946.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[lukamosiashvili's solution](#)

1947.

1534F1

[Falling Sand \(Easy Version\) · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[lukamosiashvili's solution](#)

1948.

1527E

[Partition Game · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[lukamosiashvili's solution](#)

1949.

1539E

[Game with Cards · Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[lukamosiashvili's solution](#)

1950.

1381C

[Mastermind · Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[lukamosiashvili's solution](#)

1951.

1508C

[Complete the MST · Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[lukamosiashvili's solution](#)

1952.

1505H

[L BREAK into program · Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[lukamosiashvili's solution](#)

1953.

1498F

[Christmas Game · Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[lukamosiashvili's solution](#)

1954.

1225F

[Tree Factory · Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[lukamosiashvili's solution](#)

1955.

813F

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Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
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1956.

484E

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Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[lukamosiashvili's solution](#)

1957.

1175F

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Quality: 2,665 global accepts · Rating: 2500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

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1958.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[lukamosiashvili's solution](#)

1959.

992E

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Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lukamosiashvili's solution](#)

1960.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

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1961.

868F

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Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[lukamosiashvili's solution](#)

1962.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[lukamosiashvili's solution](#)

1963.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[lukamosiashvili's solution](#)

1964.

348C

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Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[lukamosiashvili's solution](#)

1965.

1325F

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Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lukamosiashvili's solution](#)

1966.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lukamosiashvili's solution](#)

1967.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lukamosiashvili's solution](#)

1968.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[lukamosiashvili's solution](#)

1969.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[lukamosiashvili's solution](#)

1970.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · last AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[lukamosiashvili's solution](#)

1971.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[lukamosiashvili's solution](#)

1972.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[lukamosiashvili's solution](#)

1973.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lukamosiashvili's solution](#)

1974.

1827C

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Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[lukamosiashvili's solution](#)

1975.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lukamosiashvili's solution](#)

1976.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[lukamosiashvili's solution](#)

1977.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[lukamosiashvili's solution](#)

1978.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[lukamosiashvili's solution](#)

1979.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[lukamosiashvili's solution](#)

1980.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

1981.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[lukamosiashvili's solution](#)

1982.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[lukamosiashvili's solution](#)

1983.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[lukamosiashvili's solution](#)

1984.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[lukamosiashvili's solution](#)

1985.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[lukamosiashvili's solution](#)

1986.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, hashing, implementation, meet-in-the-middle

[lukamosiashvili's solution](#)

1987.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lukamosiashvili's solution](#)

1988.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[lukamosiashvili's solution](#)

1989.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[lukamosiashvili's solution](#)

1990.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lukamosiashvili's solution](#)

1991.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[lukamosiashvili's solution](#)

1992.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-11-07 · last AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

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1993.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[lukamosiashvili's solution](#)

1994.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[lukamosiashvili's solution](#)

1995.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[lukamosiashvili's solution](#)

1996.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[lukamosiashvili's solution](#)

1997.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lukamosiashvili's solution](#)

1998.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[lukamosiashvili's solution](#)

1999.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[lukamosiashvili's solution](#)

2000.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

2001.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[lukamosiashvili's solution](#)

2002.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[lukamosiashvili's solution](#)

2003.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[lukamosiashvili's solution](#)

2004.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[lukamosiashvili's solution](#)

2005.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[lukamosiashvili's solution](#)

2006.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[lukamosiashvili's solution](#)

2007.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[lukamosiashvili's solution](#)

2008.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lukamosiashvili's solution](#)

2009.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lukamosiashvili's solution](#)

2010.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[lukamosiashvili's solution](#)

2011.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[lukamosiashvili's solution](#)

2012.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lukamosiashvili's solution](#)

2013.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lukamosiashvili's solution](#)

2014.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lukamosiashvili's solution](#)

2015.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[lukamosiashvili's solution](#)

2016.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[lukamosiashvili's solution](#)

2017.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[lukamosiashvili's solution](#)

2018.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[lukamosiashvili's solution](#)

2019.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[lukamosiashvili's solution](#)

2020.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[lukamosiashvili's solution](#)

2021.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[lukamosiashvili's solution](#)

2022.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-15 · last AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[lukamosiashvili's solution](#)

2023.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[lukamosiashvili's solution](#)

2024.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[lukamosiashvili's solution](#)

2025.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[lukamosiashvili's solution](#)

2026.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2027.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[lukamosiashvili's solution](#)

2028.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[lukamosiashvili's solution](#)

2029.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[lukamosiashvili's solution](#)

2030.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-06-11 · last AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[lukamosiashvili's solution](#)

2031.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[lukamosiashvili's solution](#)

2032.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lukamosiashvili's solution](#)

2033.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2034.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2035.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[lukamosiashvili's solution](#)

2036.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[lukamosiashvili's solution](#)

2037.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[lukamosiashvili's solution](#)

2038.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[lukamosiashvili's solution](#)

2039.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lukamosiashvili's solution](#)

2040.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lukamosiashvili's solution](#)

2041.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[lukamosiashvili's solution](#)

2042.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[lukamosiashvili's solution](#)

2043.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[lukamosiashvili's solution](#)

2044.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lukamosiashvili's solution](#)

2045.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lukamosiashvili's solution](#)

2046.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2047.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2048.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[lukamosiashvili's solution](#)

2049.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lukamosiashvili's solution](#)

2050.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[lukamosiashvili's solution](#)

2051.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[lukamosiashvili's solution](#)

2052.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[lukamosiashvili's solution](#)

2053.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[lukamosiashvili's solution](#)

2054.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[lukamosiashvili's solution](#)

2055.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[lukamosiashvili's solution](#)

2056.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
[lukamosiashvili's solution](#)

2057.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[lukamosiashvili's solution](#)

2058.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-11-24 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[lukamosiashvili's solution](#)

2059.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[lukamosiashvili's solution](#)

2060.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[lukamosiashvili's solution](#)

2061.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers
[lukamosiashvili's solution](#)

2062.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[lukamosiashvili's solution](#)

2063.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[lukamosiashvili's solution](#)

2064.

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math
[lukamosiashvili's solution](#)

2065.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[lukamosiashvili's solution](#)

2066.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[lukamosiashvili's solution](#)

2067.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[lukamosiashvili's solution](#)

2068.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[lukamosiashvili's solution](#)

2069.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[lukamosiashvili's solution](#)

2070.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[lukamosiashvili's solution](#)

2071.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[lukamosiashvili's solution](#)

2072.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[lukamosiashvili's solution](#)

2073.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[lukamosiashvili's solution](#)

2074.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lukamosiashvili's solution](#)

2075.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[lukamosiashvili's solution](#)

2076.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lukamosiashvili's solution](#)

2077.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[lukamosiashvili's solution](#)

2078.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, probabilities, trees

[lukamosiashvili's solution](#)

2079.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: trees

[lukamosiashvili's solution](#)

2080.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[lukamosiashvili's solution](#)

2081.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[lukamosiashvili's solution](#)

2082.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[lukamosiashvili's solution](#)

2083.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[lukamosiashvili's solution](#)

2084.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[lukamosiashvili's solution](#)

2085.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2086.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lukamosiashvili's solution](#)

2087.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[lukamosiashvili's solution](#)

2088.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lukamosiashvili's solution](#)

2089.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-04-15 · last AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[lukamosiashvili's solution](#)

2090.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy
[lukamosiashvili's solution](#)

2091.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[lukamosiashvili's solution](#)

2092.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lukamosiashvili's solution](#)

2093.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[lukamosiashvili's solution](#)

2094.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers
[lukamosiashvili's solution](#)

2095.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[lukamosiashvili's solution](#)

2096.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[lukamosiashvili's solution](#)

2097.

104287I

[Mountain Climbing Hard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2098.

104287H

[A Certain Scientific Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2099.

104287G

[Daggers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2100.

104287E

[Cyclic Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2101.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2102.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2103.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2104.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2105.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · last AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2106.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2107.

101666L

[Lemonade Trade](#) · [Tutorial](#)

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[lukamosiashvili's solution](#)

2108.

101666E

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2109.

101666I

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[lukamosiashvili's solution](#)

2110.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2111.

101666M

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

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2112.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2113.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2114.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2115.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2116.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2117.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2118.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2119.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2120.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2121.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2122.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2123.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2124.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2125.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2126.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2127.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2128.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2129.

103500C

[eerT tuC kniL](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2130.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2131.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[lukamosiashvili's solution](#)

2132.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[lukamosiashvili's solution](#)

2133.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2134.

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2135.

103053E

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

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2136.

103053D

[Max and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2137.

103053C

[Time-travelling Fan](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2138.

103053A

[Sorted Pairwise Distance List](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2139.

103053B

[Spelling Error](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2140.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[lukamosiashvili's solution](#)

2141.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[lukamosiashvili's solution](#)

2142.

1663D

[Is it rated - 3 · Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math
[lukamosiashvili's solution](#)

2143.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees
[lukamosiashvili's solution](#)

2144.

102893L

[The Firm Knapsack Problem · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2145.

102893D

[Multiple Subject Lessons · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2146.

102893J

[Straight · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2147.

102893C

[Check Markers · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2148.

102893B

[Bacteria · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2149.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2150.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lukamosiashvili's solution](#)

2151.

102458A

[Daniel and Perpendophobia · Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2152.

102458C

[Daniel's game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2153.

102458B

[Daniel and gameshow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2154.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · last AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2155.

102651E

[Nice Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2156.

1001807

[AñDräCä2D'9 Cö@Cä3CÔ>Cp](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2157.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2158.

102503M

[Señorita](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2159.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2160.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2161.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2162.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2163.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lukamosiashvili's solution](#)

2164.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2165.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[lukamosiashvili's solution](#)

2166.

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2167.

101917F

[Minimum Played Times](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2168.

101917G

[A+B+C](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2169.

101652X

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2170.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2171.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2172.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2173.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2174.

101967H

[B 500@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2175.

101609K

[AD@Câ1C'5CÔ8CP](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2176.

101609D

[A6500ADt5D\\$K C" AD\\$@Cân](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2177.

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2178.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · last AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[lukamosiashvili's solution](#)

2179.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: —

[lukamosiashvili's solution](#)

2180.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2181.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2182.

undefined403

[Scientific Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · Python 3 (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2183.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2184.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · Python 3 (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2185.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2186.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[lukamosiashvili's solution](#)

2187.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-10 · Python 3 (first AC) · Tags: *special

[lukamosiashvili's solution](#)