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# Unique solved — misteg168

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

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Filters: none

Count: 1,445

- 1.**  
2164A  
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- 2.**  
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- 3.**  
2127A  
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- 4.**  
2112A  
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Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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- 5.**  
2125A  
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- 6.**  
2124A  
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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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- 7.**  
2096A  
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- 9.**  
2043A  
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**10.**

2049A

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2048A

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**12.**

2039A

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**13.**

1604A

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2036A

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**16.**

2031A

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**17.**

2029A

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**18.**

2032A

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**19.**

2027A

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Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math  
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**20.**

1935A

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**21.**

1836A

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**22.**

1162A

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Quality: 8,751 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**23.**

1152A

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1977A

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1968B

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**26.**

1968A

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**27.**

1930A

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1898A

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1867A

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**31.**

1866A

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**32.**

1861A

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**33.**

1864A

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**34.**

1863A

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1845A

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**38.**

1840A

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**39.**

1842A

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**40.**

1843A

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1843C

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**42.**

1843B

[Long Long](#) · [Tutorial](#)

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**43.**

1838A

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**44.**

1839A

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1837A

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1739A

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**47.**

1717A

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1829A

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**49.**

1829B

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**50.**

1829C

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**51.**

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**52.**

1821A

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**53.**

1793A

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**54.**

1814A

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**55.**

1811A

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1754A

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**57.**

1754B

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**58.**

1794A

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**59.**

1796A

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**60.**

1789B

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**61.**

1789A

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**62.**

1776A

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**63.**

1786A1

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**64.**

1786A2

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Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**65.**

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**66.**

1790B

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**67.**

1790A

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**68.**

1731A

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**69.**

1774A

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1765B

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**71.**

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**72.**

1750A

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**73.**

1703B

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**74.**

1736A

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4A

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**76.**

1725A

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1722C

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1722B

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Quality: 56,454 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**79.**

1722A

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Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**80.**

1566A

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**81.**

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**82.**

1703A

[YES or YES?](#) · [Tutorial](#)

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**83.**

1699A

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**84.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**85.**

1139A

[Even Substrings](#) · [Tutorial](#)

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**86.**

1690A

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**87.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
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**88.**

1450A

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**89.**

1698A

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**90.**

1716A

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**91.**

1619B

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**92.**

1468E

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**93.**

1711A

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**94.**

1709A

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**95.**

1706A

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- 96.**  
1708A  
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1705A  
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- 98.**  
1581A  
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1389A  
[LCM Problem](#) · [Tutorial](#)  
Quality: 49,873 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[misteg168's solution](#)
- 100.**  
1702A  
[Round Down the Price](#) · [Tutorial](#)  
Quality: 38,178 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)
- 101.**  
1702B  
[Polycarp Writes a String from Memory](#) · [Tutorial](#)  
Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[misteg168's solution](#)
- 102.**  
1701B  
[Permutation](#) · [Tutorial](#)  
Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[misteg168's solution](#)
- 103.**  
1701A  
[Grass Field](#) · [Tutorial](#)  
Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[misteg168's solution](#)
- 104.**  
1684B  
[Z mod X = C](#) · [Tutorial](#)  
Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[misteg168's solution](#)
- 105.**  
1671A  
[String Building](#) · [Tutorial](#)  
Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[misteg168's solution](#)
- 106.**  
1665A  
[GCD vs LCM](#) · [Tutorial](#)  
Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**107.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**108.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**109.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**110.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[misteg168's solution](#)

**111.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[misteg168's solution](#)

**112.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[misteg168's solution](#)

**113.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**114.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[misteg168's solution](#)

**115.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**116.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

**117.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**118.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[misteg168's solution](#)

**119.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[misteg168's solution](#)

**120.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[misteg168's solution](#)

**121.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[misteg168's solution](#)

**122.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**123.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · last AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**124.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[misteg168's solution](#)

**125.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[misteg168's solution](#)

**126.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**127.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**128.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[misteg168's solution](#)

**129.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,032 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[misteg168's solution](#)

**130.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[misteg168's solution](#)

**131.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**132.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[misteg168's solution](#)

**133.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,015 global accepts · Rating: 800 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[misteg168's solution](#)

**134.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[misteg168's solution](#)

**135.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**136.**

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[misteg168's solution](#)

**137.**

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[misteg168's solution](#)

**138.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,588 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[misteg168's solution](#)

**139.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,120 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**140.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**141.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings  
[misteg168's solution](#)

**142.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

**143.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[misteg168's solution](#)

**144.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[misteg168's solution](#)

**145.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[misteg168's solution](#)

**146.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[misteg168's solution](#)

**147.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**148.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[misteg168's solution](#)

**149.**

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**150.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,518 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**151.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,248 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**152.**

71A

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

Quality: 503,213 global accepts · Rating: 800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[misteg168's solution](#)

**153.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**154.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[misteg168's solution](#)

**155.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**156.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**157.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**158.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[misteg168's solution](#)

**159.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[misteg168's solution](#)

**160.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**161.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[misteg168's solution](#)

**162.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[misteg168's solution](#)

**163.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**164.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**165.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**166.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

**167.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**168.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**169.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**170.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**171.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,660 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[misteg168's solution](#)

**172.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,323 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings,

strings

[misteg168's solution](#)

**173.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,723 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[misteg168's solution](#)

**174.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**175.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

**176.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,074 global accepts · Rating: 800 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[misteg168's solution](#)

**177.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[misteg168's solution](#)

**178.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-31 · last AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[misteg168's solution](#)

**179.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,202 global accepts · Rating: 800 · first AC: 2021-03-28 · last AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[misteg168's solution](#)

**180.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**181.**

1296A

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

Quality: 48,342 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**182.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,430 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**183.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,788 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**184.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**185.**

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**186.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[misteg168's solution](#)

**187.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**188.**

1328A

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

Quality: 131,895 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**189.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,113 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**190.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,192 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[misteg168's solution](#)

**191.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,685 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**192.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**193.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**194.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[misteg168's solution](#)

**195.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[misteg168's solution](#)

**196.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[misteg168's solution](#)

**197.**

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[misteg168's solution](#)

**198.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**199.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[misteg168's solution](#)

**200.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[misteg168's solution](#)

**201.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[misteg168's solution](#)

**202.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[misteg168's solution](#)

**203.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[misteg168's solution](#)

**204.**

1837B

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

Quality: 50,096 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[misteg168's solution](#)

**205.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,862 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[misteg168's solution](#)

**206.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[misteg168's solution](#)

**207.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

**208.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,580 global accepts · Rating: 900 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[misteg168's solution](#)

**209.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,244 global accepts · Rating: 900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[misteg168's solution](#)

**210.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**211.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,361 global accepts · Rating: 900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[misteg168's solution](#)

**212.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[misteg168's solution](#)

**213.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation  
[misteg168's solution](#)

**214.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[misteg168's solution](#)

**215.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**216.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[misteg168's solution](#)

**217.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,099 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[misteg168's solution](#)

**218.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,935 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[misteg168's solution](#)

**219.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[misteg168's solution](#)

**220.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[misteg168's solution](#)

**221.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[misteg168's solution](#)

**222.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[misteg168's solution](#)

**223.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[misteg168's solution](#)

**224.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,808 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**225.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**226.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[misteg168's solution](#)

**227.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[misteg168's solution](#)

**228.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[misteg168's solution](#)

**229.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[misteg168's solution](#)

**230.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[misteg168's solution](#)

**231.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[misteg168's solution](#)

**232.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[misteg168's solution](#)

**233.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[misteg168's solution](#)

**234.**

1858C

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

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

[misteg168's solution](#)

**235.**

1844B

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

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

[misteg168's solution](#)

**236.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,568 global accepts · Rating: 1000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[misteg168's solution](#)

**237.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[misteg168's solution](#)

**238.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[misteg168's solution](#)

**239.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[misteg168's solution](#)

**240.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[misteg168's solution](#)

**241.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[misteg168's solution](#)

**242.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**243.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**244.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[misteg168's solution](#)

**245.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**246.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[misteg168's solution](#)

**247.**

1725B

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

Quality: 28,265 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[misteg168's solution](#)

**248.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[misteg168's solution](#)

**249.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[misteg168's solution](#)

**250.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**251.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[misteg168's solution](#)

**252.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[misteg168's solution](#)

**253.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[misteg168's solution](#)

**254.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,272 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[misteg168's solution](#)

**255.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[misteg168's solution](#)

**256.**

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[misteg168's solution](#)

**257.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

**258.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math  
[misteg168's solution](#)

**259.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[misteg168's solution](#)

**260.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[misteg168's solution](#)

**261.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[misteg168's solution](#)

**262.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,932 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[misteg168's solution](#)

**263.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**264.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**265.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,845 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**266.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,843 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[misteg168's solution](#)

**267.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[misteg168's solution](#)

**268.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[misteg168's solution](#)

**269.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[misteg168's solution](#)

**270.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[misteg168's solution](#)

**271.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[misteg168's solution](#)

**272.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**273.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · last AC: 2024-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[misteg168's solution](#)

**274.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[misteg168's solution](#)

**275.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[misteg168's solution](#)

**276.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[misteg168's solution](#)

**277.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[misteg168's solution](#)

**278.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-06-29 · last AC: 2024-06-29 · Python 3 (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**279.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[misteg168's solution](#)

**280.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[misteg168's solution](#)

**281.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[misteg168's solution](#)

**282.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,630 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[misteg168's solution](#)

**283.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,382 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**284.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[misteg168's solution](#)

**285.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[misteg168's solution](#)

**286.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**287.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,722 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[misteg168's solution](#)

**288.**

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[misteg168's solution](#)

**289.**

1838B

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

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

[misteg168's solution](#)

**290.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**291.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[misteg168's solution](#)

**292.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[misteg168's solution](#)

**293.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[misteg168's solution](#)

**294.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[misteg168's solution](#)

**295.**

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[misteg168's solution](#)

**296.**

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[misteg168's solution](#)

**297.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[misteg168's solution](#)

**298.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[misteg168's solution](#)

**299.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[misteg168's solution](#)

**300.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**301.**

706B

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

Quality: 84,433 global accepts · Rating: 1100 · first AC: 2021-12-10 · last AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation  
[misteg168's solution](#)

**302.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[misteg168's solution](#)

**303.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[misteg168's solution](#)

**304.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**305.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[misteg168's solution](#)

**306.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[misteg168's solution](#)

**307.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[misteg168's solution](#)

**308.**

1702C

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

Quality: 25,121 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[misteg168's solution](#)

**309.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[misteg168's solution](#)

**310.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[misteg168's solution](#)

**311.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[misteg168's solution](#)

**312.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[misteg168's solution](#)

**313.**

1631B

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

Quality: 26,891 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[misteg168's solution](#)

**314.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[misteg168's solution](#)

**315.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[misteg168's solution](#)

**316.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings  
[misteg168's solution](#)

**317.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,400 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[misteg168's solution](#)

**318.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[misteg168's solution](#)

**319.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[misteg168's solution](#)

**320.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[misteg168's solution](#)

**321.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[misteg168's solution](#)

**322.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**323.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**324.**

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**325.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[misteg168's solution](#)

**326.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**327.**

1327A

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

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**328.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, sortings  
[misteg168's solution](#)

**329.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[misteg168's solution](#)

**330.**

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[misteg168's solution](#)

**331.**

2039C1

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

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

[misteg168's solution](#)

**332.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[misteg168's solution](#)

**333.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[misteg168's solution](#)

**334.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[misteg168's solution](#)

**335.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[misteg168's solution](#)

**336.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[misteg168's solution](#)

**337.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[misteg168's solution](#)

**338.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[misteg168's solution](#)

**339.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[misteg168's solution](#)

**340.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,401 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[misteg168's solution](#)

**341.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2023-06-20 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[misteg168's solution](#)

**342.**

1826A

[Trust Nobody](#) · [Tutorial](#)

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

[misteg168's solution](#)

**343.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[misteg168's solution](#)

**344.**

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**345.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[misteg168's solution](#)

**346.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,618 global accepts · Rating: 1200 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[misteg168's solution](#)

**347.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[misteg168's solution](#)

**348.**

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**349.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[misteg168's solution](#)

**350.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**351.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[misteg168's solution](#)

**352.**

1679B

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

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[misteg168's solution](#)

**353.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[misteg168's solution](#)

**354.**

1527B1

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

Quality: 34,397 global accepts · Rating: 1200 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[misteg168's solution](#)

**355.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**356.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[misteg168's solution](#)

**357.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**358.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[misteg168's solution](#)

**359.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[misteg168's solution](#)

**360.**

1647B

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

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

[misteg168's solution](#)

**361.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,709 global accepts · Rating: 1200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[misteg168's solution](#)

**362.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[misteg168's solution](#)

**363.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[misteg168's solution](#)

**364.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[misteg168's solution](#)

**365.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[misteg168's solution](#)

**366.**

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[misteg168's solution](#)

**367.**

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[misteg168's solution](#)

**368.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[misteg168's solution](#)

**369.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers  
[misteg168's solution](#)

**370.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[misteg168's solution](#)

**371.**

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  
[misteg168's solution](#)

**372.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

**373.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

### 374.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[misteg168's solution](#)

### 375.

2112C

[Coloring Game · Tutorial](#)

Quality: 17,726 global accepts · Rating: 1300 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[misteg168's solution](#)

### 376.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[misteg168's solution](#)

### 377.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

### 378.

2049B

[pspspsps · Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[misteg168's solution](#)

### 379.

1604C

[Di-visible Confusion · Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · last AC: 2024-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[misteg168's solution](#)

### 380.

2031C

[Penchick and BBQ Buns · Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[misteg168's solution](#)

### 381.

2023A

[Concatenation of Arrays · Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[misteg168's solution](#)

### 382.

1538C

[Number of Pairs · Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[misteg168's solution](#)

**383.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[misteg168's solution](#)

**384.**

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[misteg168's solution](#)

**385.**

1868A

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

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

[misteg168's solution](#)

**386.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[misteg168's solution](#)

**387.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[misteg168's solution](#)

**388.**

1839C

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

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

[misteg168's solution](#)

**389.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[misteg168's solution](#)

**390.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[misteg168's solution](#)

**391.**

1826C

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

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

[misteg168's solution](#)

**392.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[misteg168's solution](#)

**393.**

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[misteg168's solution](#)

**394.**

1754C1

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

Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

**395.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[misteg168's solution](#)

**396.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[misteg168's solution](#)

**397.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[misteg168's solution](#)

**398.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[misteg168's solution](#)

**399.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[misteg168's solution](#)

**400.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[misteg168's solution](#)

**401.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[misteg168's solution](#)

**402.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs  
[misteg168's solution](#)

**403.**

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**404.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory, strings

[misteg168's solution](#)

**405.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**406.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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**407.**

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[misteg168's solution](#)

**408.**

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

**409.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[misteg168's solution](#)

**410.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[misteg168's solution](#)

**411.**

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[misteg168's solution](#)

**412.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**413.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**414.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-04-02 · last AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[misteg168's solution](#)

#### 415.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[misteg168's solution](#)

#### 416.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[misteg168's solution](#)

#### 417.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive  
[misteg168's solution](#)

#### 418.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings  
[misteg168's solution](#)

#### 419.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[misteg168's solution](#)

#### 420.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[misteg168's solution](#)

#### 421.

1887A1

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

Rating: 1400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[misteg168's solution](#)

#### 422.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[misteg168's solution](#)

#### 423.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers  
[misteg168's solution](#)

#### 424.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[misteg168's solution](#)

**425.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[misteg168's solution](#)

**426.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[misteg168's solution](#)

**427.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[misteg168's solution](#)

**428.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

**429.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[misteg168's solution](#)

**430.**

1844D

[Row Major](#) · [Tutorial](#)

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

[misteg168's solution](#)

**431.**

1845C

[Strong Password](#) · [Tutorial](#)

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

[misteg168's solution](#)

**432.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[misteg168's solution](#)

**433.**

1838C

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

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

[misteg168's solution](#)

**434.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

**435.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[misteg168's solution](#)

**436.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[misteg168's solution](#)

**437.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[misteg168's solution](#)

**438.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[misteg168's solution](#)

**439.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[misteg168's solution](#)

**440.**

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search  
[misteg168's solution](#)

**441.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[misteg168's solution](#)

**442.**

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation  
[misteg168's solution](#)

**443.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[misteg168's solution](#)

**444.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers  
[misteg168's solution](#)

**445.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[misteg168's solution](#)

**446.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[misteg168's solution](#)

**447.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[misteg168's solution](#)

**448.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[misteg168's solution](#)

**449.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[misteg168's solution](#)

**450.**

994B

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

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[misteg168's solution](#)

**451.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,234 global accepts · Rating: 1400 · first AC: 2021-12-10 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[misteg168's solution](#)

**452.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[misteg168's solution](#)

**453.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[misteg168's solution](#)

**454.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**455.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-04-04 · last AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[misteg168's solution](#)

**456.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[misteg168's solution](#)

**457.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[misteg168's solution](#)

**458.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[misteg168's solution](#)

**459.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[misteg168's solution](#)

**460.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[misteg168's solution](#)

**461.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[misteg168's solution](#)

**462.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[misteg168's solution](#)

**463.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**464.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[misteg168's solution](#)

**465.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,376 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, dp

[misteg168's solution](#)

**466.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[misteg168's solution](#)

**467.**

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[misteg168's solution](#)

**468.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[misteg168's solution](#)

**469.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[misteg168's solution](#)

**470.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[misteg168's solution](#)

**471.**

1754C2

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

Rating: 1500 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

**472.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[misteg168's solution](#)

**473.**

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

[misteg168's solution](#)

**474.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[misteg168's solution](#)

**475.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[misteg168's solution](#)

**476.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[misteg168's solution](#)

**477.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[misteg168's solution](#)

**478.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[misteg168's solution](#)

**479.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[misteg168's solution](#)

**480.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[misteg168's solution](#)

**481.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[misteg168's solution](#)

**482.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[misteg168's solution](#)

**483.**

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[misteg168's solution](#)

**484.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[misteg168's solution](#)

**485.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[misteg168's solution](#)

**486.**

1419D2

[Sage's Birthday \(hard version\) · Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[misteg168's solution](#)

**487.**

1379B

[Dubious Cyrypto · Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[misteg168's solution](#)

**488.**

1651C

[Fault-tolerant Network · Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[misteg168's solution](#)

**489.**

1084C

[The Fair Nut and String · Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[misteg168's solution](#)

**490.**

1646C

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

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[misteg168's solution](#)

**491.**

1419C

[Killjoy · Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[misteg168's solution](#)

**492.**

1631C

[And Matching · Tutorial](#)

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

[misteg168's solution](#)

**493.**

1352F

[Binary String Reconstruction · Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[misteg168's solution](#)

**494.**

1621B

[Integers Shop · Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[misteg168's solution](#)

**495.**

550A

[Two Substrings · Tutorial](#)

Quality: 43,640 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[misteg168's solution](#)

**496.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[misteg168's solution](#)

**497.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
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**498.**

977E

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Quality: 25,615 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
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**499.**

771A

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Quality: 17,730 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
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**500.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
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**501.**

1730B

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**502.**

2043C

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**503.**

2048D

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**504.**

2028C

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Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers  
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**505.**

2018A

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**506.**

1971F

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**507.**

1861C

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**508.**

1840E

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**509.**

1843E

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Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

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**510.**

1829G

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**511.**

1811D

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**512.**

1801A

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**513.**

1754D

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[misteg168's solution](#)

**514.**

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**515.**

1796C

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Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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**516.**

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
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**517.**

1774D

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Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
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**518.**

1225C

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Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
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**519.**

1604D

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**520.**

1741E

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**521.**

1165E

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**522.**

1511D

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1702E

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1133F1

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1622C

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**526.**

1671D

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**527.**

1217B

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**528.**

1041C

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**529.**

1352G

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**530.**

1398C

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**531.**

1658D1

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1632C

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**534.**

825C

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**536.**

1371D

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**537.**

1475E

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1486C1

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**539.**

1165D

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**540.**

1295C

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**541.**

1437D

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**543.**

1373D

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**544.**

1213D2

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**546.**

2112D

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2039D

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2027D1

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**554.**

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**555.**

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**557.**

1971G

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**558.**

1930C

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**559.**

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**561.**

1868B1

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1864D

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**563.**

1829H

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**564.**

1826D

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**565.**

1822G1

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**566.**

1814B

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**567.**

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**568.**

1684D

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**569.**

1731D

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**570.**

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1772E

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1735D

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**574.**

1528B

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**575.**

1709D

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**576.**

1706D1

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Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
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**577.**

1702F

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**578.**

1043D

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[misteg168's solution](#)

**579.**

1677B

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1579F

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**581.**

1204C

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Quality: 7,209 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

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**582.**

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**583.**

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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**584.**

1330D

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Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

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**585.**

1000C

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Quality: 8,436 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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**586.**

387C

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Quality: 2,286 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**587.**

1516C

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**588.**

1141E

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**589.**

1032C

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**590.**

1142A

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**591.**

936A

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**592.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[misteg168's solution](#)

**593.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[misteg168's solution](#)

**594.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,010 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[misteg168's solution](#)

**595.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[misteg168's solution](#)

**596.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[misteg168's solution](#)

**597.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[misteg168's solution](#)

**598.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[misteg168's solution](#)

**599.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[misteg168's solution](#)

**600.**

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**601.**

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[misteg168's solution](#)

**602.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[misteg168's solution](#)

**603.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[misteg168's solution](#)

**604.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[misteg168's solution](#)

**605.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[misteg168's solution](#)

**606.**

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[misteg168's solution](#)

**607.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[misteg168's solution](#)

**608.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[misteg168's solution](#)

**609.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[misteg168's solution](#)

**610.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[misteg168's solution](#)

**611.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[misteg168's solution](#)

**612.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[misteg168's solution](#)

**613.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[misteg168's solution](#)

**614.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**615.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[misteg168's solution](#)

**616.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[misteg168's solution](#)

**617.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[misteg168's solution](#)

**618.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[misteg168's solution](#)

**619.**

2039C2

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

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

[misteg168's solution](#)

**620.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[misteg168's solution](#)

**621.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[misteg168's solution](#)

**622.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[misteg168's solution](#)

**623.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[misteg168's solution](#)

**624.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[misteg168's solution](#)

**625.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[misteg168's solution](#)

**626.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[misteg168's solution](#)

**627.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[misteg168's solution](#)

**628.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[misteg168's solution](#)

**629.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[misteg168's solution](#)

**630.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2023-10-25 · Python 3 (first AC) · Tags: \*special, probabilities

[misteg168's solution](#)

**631.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[misteg168's solution](#)

**632.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[misteg168's solution](#)

**633.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[misteg168's solution](#)

**634.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[misteg168's solution](#)

**635.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[misteg168's solution](#)

**636.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[misteg168's solution](#)

**637.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[misteg168's solution](#)

**638.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[misteg168's solution](#)

**639.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[misteg168's solution](#)

**640.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[misteg168's solution](#)

**641.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[misteg168's solution](#)

**642.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[misteg168's solution](#)

**643.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[misteg168's solution](#)

**644.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[misteg168's solution](#)

**645.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[misteg168's solution](#)

**646.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[misteg168's solution](#)

**647.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

greedy, math, sortings

[misteg168's solution](#)

**648.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[misteg168's solution](#)

**649.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[misteg168's solution](#)

**650.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[misteg168's solution](#)

**651.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[misteg168's solution](#)

**652.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[misteg168's solution](#)

**653.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[misteg168's solution](#)

**654.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[misteg168's solution](#)

**655.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[misteg168's solution](#)

**656.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[misteg168's solution](#)

**657.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[misteg168's solution](#)

**658.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[misteg168's solution](#)

**659.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math  
[misteg168's solution](#)

**660.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[misteg168's solution](#)

**661.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[misteg168's solution](#)

**662.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[misteg168's solution](#)

**663.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry  
[misteg168's solution](#)

**664.**

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[misteg168's solution](#)

**665.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees  
[misteg168's solution](#)

**666.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[misteg168's solution](#)

**667.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[misteg168's solution](#)

**668.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · last AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[misteg168's solution](#)

**669.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[misteg168's solution](#)

**670.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[misteg168's solution](#)

**671.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[misteg168's solution](#)

**672.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[misteg168's solution](#)

**673.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[misteg168's solution](#)

**674.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[misteg168's solution](#)

**675.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[misteg168's solution](#)

**676.**

1887A2

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

Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[misteg168's solution](#)

**677.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[misteg168's solution](#)

**678.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[misteg168's solution](#)

**679.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[misteg168's solution](#)

**680.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[misteg168's solution](#)

**681.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[misteg168's solution](#)

**682.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[misteg168's solution](#)

**683.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[misteg168's solution](#)

**684.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[misteg168's solution](#)

**685.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[misteg168's solution](#)

**686.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[misteg168's solution](#)

**687.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[misteg168's solution](#)

**688.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**689.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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**690.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[misteg168's solution](#)

**691.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[misteg168's solution](#)

**692.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[misteg168's solution](#)

**693.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[misteg168's solution](#)

**694.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[misteg168's solution](#)

**695.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[misteg168's solution](#)

**696.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[misteg168's solution](#)

**697.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[misteg168's solution](#)

**698.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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**699.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[misteg168's solution](#)

**700.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[misteg168's solution](#)

**701.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[misteg168's solution](#)

**702.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[misteg168's solution](#)

**703.**

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[misteg168's solution](#)

**704.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[misteg168's solution](#)

**705.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[misteg168's solution](#)

**706.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[misteg168's solution](#)

**707.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[misteg168's solution](#)

**708.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[misteg168's solution](#)

## 709.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math

[misteg168's solution](#)

## 710.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[misteg168's solution](#)

## 711.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[misteg168's solution](#)

## 712.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[misteg168's solution](#)

## 713.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2022-03-30 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[misteg168's solution](#)

## 714.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[misteg168's solution](#)

## 715.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[misteg168's solution](#)

## 716.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[misteg168's solution](#)

## 717.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[misteg168's solution](#)

## 718.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[misteg168's solution](#)

**719.**

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[misteg168's solution](#)

**720.**

1427D

[Unshuffling a Deck · Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[misteg168's solution](#)

**721.**

1427C

[The Hard Work of Paparazzi · Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[misteg168's solution](#)

**722.**

1987E

[Wonderful Tree! · Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[misteg168's solution](#)

**723.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[misteg168's solution](#)

**724.**

1862G

[The Great Equalizer · Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[misteg168's solution](#)

**725.**

1974G

[Money Buys Less Happiness Now · Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[misteg168's solution](#)

**726.**

1951E

[No Palindromes · Tutorial](#)

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

[misteg168's solution](#)

**727.**

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[misteg168's solution](#)

**728.**

1936B

[Pinball · Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[misteg168's solution](#)

**729.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[misteg168's solution](#)

**730.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[misteg168's solution](#)

**731.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,031 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[misteg168's solution](#)

**732.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[misteg168's solution](#)

**733.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[misteg168's solution](#)

**734.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[misteg168's solution](#)

**735.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[misteg168's solution](#)

**736.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[misteg168's solution](#)

**737.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[misteg168's solution](#)

**738.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[misteg168's solution](#)

**739.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities  
[misteg168's solution](#)

**740.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers  
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**741.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings  
[misteg168's solution](#)

**742.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory  
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**743.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[misteg168's solution](#)

**744.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**745.**

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**746.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[misteg168's solution](#)

**747.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**748.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees  
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**749.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[misteg168's solution](#)

**750.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[misteg168's solution](#)

**751.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math  
[misteg168's solution](#)

**752.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[misteg168's solution](#)

**753.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[misteg168's solution](#)

**754.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[misteg168's solution](#)

**755.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**756.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[misteg168's solution](#)

**757.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[misteg168's solution](#)

**758.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[misteg168's solution](#)

**759.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[misteg168's solution](#)

**760.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[misteg168's solution](#)

**761.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[misteg168's solution](#)

**762.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[misteg168's solution](#)

**763.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[misteg168's solution](#)

**764.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[misteg168's solution](#)

**765.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[misteg168's solution](#)

**766.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[misteg168's solution](#)

**767.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[misteg168's solution](#)

**768.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[misteg168's solution](#)

**769.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings  
[misteg168's solution](#)

**770.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[misteg168's solution](#)

**771.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[misteg168's solution](#)

**772.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings  
[misteg168's solution](#)

**773.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation  
[misteg168's solution](#)

**774.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy  
[misteg168's solution](#)

**775.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[misteg168's solution](#)

**776.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[misteg168's solution](#)

**777.**

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[misteg168's solution](#)

**778.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[misteg168's solution](#)

**779.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[misteg168's solution](#)

**780.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[misteg168's solution](#)

**781.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[misteg168's solution](#)

**782.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[misteg168's solution](#)

**783.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[misteg168's solution](#)

**784.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[misteg168's solution](#)

**785.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[misteg168's solution](#)

**786.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[misteg168's solution](#)

**787.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[misteg168's solution](#)

**788.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[misteg168's solution](#)

**789.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[misteg168's solution](#)

**790.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[misteg168's solution](#)

**791.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[misteg168's solution](#)

**792.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[misteg168's solution](#)

**793.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[misteg168's solution](#)

**794.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[misteg168's solution](#)

**795.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[misteg168's solution](#)

**796.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[misteg168's solution](#)

**797.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[misteg168's solution](#)

**798.**

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[misteg168's solution](#)

**799.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[misteg168's solution](#)

**800.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[misteg168's solution](#)

**801.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[misteg168's solution](#)

**802.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[misteg168's solution](#)

**803.**

1858D

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

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

[misteg168's solution](#)

**804.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[misteg168's solution](#)

**805.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[misteg168's solution](#)

**806.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[misteg168's solution](#)

**807.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[misteg168's solution](#)

**808.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[misteg168's solution](#)

**809.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees  
[misteg168's solution](#)

**810.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers  
[misteg168's solution](#)

**811.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees  
[misteg168's solution](#)

**812.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[misteg168's solution](#)

**813.**

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[misteg168's solution](#)

**814.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers  
[misteg168's solution](#)

**815.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[misteg168's solution](#)

**816.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[misteg168's solution](#)

**817.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers  
[misteg168's solution](#)

**818.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[misteg168's solution](#)

**819.**

1786E

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

Quality: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[misteg168's solution](#)

**820.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[misteg168's solution](#)

**821.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[misteg168's solution](#)

**822.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math

[misteg168's solution](#)

**823.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[misteg168's solution](#)

**824.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[misteg168's solution](#)

**825.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[misteg168's solution](#)

**826.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[misteg168's solution](#)

**827.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[misteg168's solution](#)

**828.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[misteg168's solution](#)

**829.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[misteg168's solution](#)

**830.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[misteg168's solution](#)

**831.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[misteg168's solution](#)

**832.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[misteg168's solution](#)

**833.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[misteg168's solution](#)

**834.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[misteg168's solution](#)

**835.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[misteg168's solution](#)

**836.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[misteg168's solution](#)

**837.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[misteg168's solution](#)

**838.**

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[misteg168's solution](#)

**839.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[misteg168's solution](#)

**840.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[misteg168's solution](#)

**841.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[misteg168's solution](#)

**842.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-12-18 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[misteg168's solution](#)

**843.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[misteg168's solution](#)

**844.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[misteg168's solution](#)

**845.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[misteg168's solution](#)

**846.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[misteg168's solution](#)

**847.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[misteg168's solution](#)

**848.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[misteg168's solution](#)

**849.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[misteg168's solution](#)

**850.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers  
[misteg168's solution](#)

**851.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[misteg168's solution](#)

**852.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[misteg168's solution](#)

**853.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[misteg168's solution](#)

**854.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory  
[misteg168's solution](#)

**855.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-05-22 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation  
[misteg168's solution](#)

**856.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[misteg168's solution](#)

**857.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices  
[misteg168's solution](#)

**858.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[misteg168's solution](#)

**859.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[misteg168's solution](#)

**860.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[misteg168's solution](#)

**861.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[misteg168's solution](#)

**862.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[misteg168's solution](#)

**863.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[misteg168's solution](#)

**864.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[misteg168's solution](#)

**865.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[misteg168's solution](#)

**866.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[misteg168's solution](#)

**867.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[misteg168's solution](#)

**868.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[misteg168's solution](#)

**869.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[misteg168's solution](#)

**870.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[misteg168's solution](#)

**871.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[misteg168's solution](#)

**872.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[misteg168's solution](#)

**873.**

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[misteg168's solution](#)

**874.**

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[misteg168's solution](#)

**875.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**876.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[misteg168's solution](#)

**877.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[misteg168's solution](#)

**878.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[misteg168's solution](#)

**879.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[misteg168's solution](#)

**880.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[misteg168's solution](#)

**881.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[misteg168's solution](#)

**882.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[misteg168's solution](#)

**883.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[misteg168's solution](#)

**884.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[misteg168's solution](#)

**885.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[misteg168's solution](#)

**886.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[misteg168's solution](#)

**887.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[misteg168's solution](#)

**888.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[misteg168's solution](#)

**889.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[misteg168's solution](#)

**890.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: trees  
[misteg168's solution](#)

**891.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees  
[misteg168's solution](#)

**892.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[misteg168's solution](#)

**893.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs  
[misteg168's solution](#)

**894.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[misteg168's solution](#)

**895.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings  
[misteg168's solution](#)

**896.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation  
[misteg168's solution](#)

**897.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees  
[misteg168's solution](#)

**898.**

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[misteg168's solution](#)

**899.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[misteg168's solution](#)

**900.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[misteg168's solution](#)

**901.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[misteg168's solution](#)

**902.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

**903.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers  
[misteg168's solution](#)

**904.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[misteg168's solution](#)

**905.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs  
[misteg168's solution](#)

**906.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[misteg168's solution](#)

**907.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[misteg168's solution](#)

**908.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[misteg168's solution](#)

**909.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[misteg168's solution](#)

**910.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[misteg168's solution](#)

**911.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[misteg168's solution](#)

**912.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math  
[misteg168's solution](#)

**913.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation  
[misteg168's solution](#)

**914.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[misteg168's solution](#)

**915.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[misteg168's solution](#)

**916.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[misteg168's solution](#)

**917.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[misteg168's solution](#)

**918.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[misteg168's solution](#)

**919.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs  
[misteg168's solution](#)

**920.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities  
[misteg168's solution](#)

**921.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees  
[misteg168's solution](#)

**922.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive  
[misteg168's solution](#)

**923.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

**924.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers  
[misteg168's solution](#)

**925.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing  
[misteg168's solution](#)

**926.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[misteg168's solution](#)

**927.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math  
[misteg168's solution](#)

**928.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees  
[misteg168's solution](#)

**929.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[misteg168's solution](#)

**930.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**931.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[misteg168's solution](#)

**932.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[misteg168's solution](#)

**933.**

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[misteg168's solution](#)

**934.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[misteg168's solution](#)

**935.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[misteg168's solution](#)

**936.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[misteg168's solution](#)

**937.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[misteg168's solution](#)

**938.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[misteg168's solution](#)

**939.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[misteg168's solution](#)

**940.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[misteg168's solution](#)

**941.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[misteg168's solution](#)

**942.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[misteg168's solution](#)

**943.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[misteg168's solution](#)

**944.**

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[misteg168's solution](#)

**945.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[misteg168's solution](#)

**946.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[misteg168's solution](#)

**947.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[misteg168's solution](#)

**948.**

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[misteg168's solution](#)

**949.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**950.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**951.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**952.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**953.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**954.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**955.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**956.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**957.**

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**958.**

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**959.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**960.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**961.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**962.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**963.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**964.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**965.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**966.**

106193J

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Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**967.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**968.**

106178C

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Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**969.**

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**970.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**971.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**972.**

106178B

[Balanced Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**973.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**974.**

106178F

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

Rating: — · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: —  
[misteg168's solution](#)

**975.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**976.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**977.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**978.**

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**979.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**980.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**981.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**982.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**983.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**984.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**985.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**986.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**987.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**988.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**989.**

106144L

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

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**990.**

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**991.**

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**992.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**993.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**994.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**995.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**996.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**997.**

106144G

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

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**998.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**999.**

106144M

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Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1000.**

103438K

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Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1001.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1002.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1003.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1004.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1005.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1006.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1007.**

103438G

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**1008.**

103438A

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**1009.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1010.**

105578J

[Make Them Believe](#) · [Tutorial](#)

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[misteg168's solution](#)

**1011.**

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1012.**

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1013.**

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1014.**

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1015.**

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1016.**

104848G

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1017.**

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1018.**

104848E

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1019.**

104848H

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1020.**

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1021.**

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1022.**

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

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[misteg168's solution](#)

**1023.**

102483E

[Equality Control](#) · [Tutorial](#)

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[misteg168's solution](#)

**1024.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1025.**

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1026.**

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1027.**

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1028.**

102483B

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**1029.**

102483K

[Kleptography](#) · [Tutorial](#)

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**1030.**

102483H

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**1031.**

102483I

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**1032.**

104797I

[Regional development](#) · [Tutorial](#)

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**1033.**

104797E

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**1034.**

104797G

[Lines in a grid](#) · [Tutorial](#)

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**1035.**

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1036.**

104797K

[Single-track railway](#) · [Tutorial](#)

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**1037.**

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1038.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1039.**

101669L

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

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1040.**

101669F

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

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1041.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1042.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1043.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1044.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1045.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1046.**

105384F

[Formal Fring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1047.**

105384H

[Highway Hoax](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1048.**

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1049.**

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1050.**

105384I

[Increasing Income](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1051.**

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1052.**

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1053.**

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1054.**

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[misteg168's solution](#)

**1055.**

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · Python 3 (first AC) · Tags: —  
[misteg168's solution](#)

**1056.**

106035M

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

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1057.**

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1058.**

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1059.**

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: —

[misteg168's solution](#)

**1060.**

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[misteg168's solution](#)

**1061.**

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · Python 3 (first AC) · Tags: —

[misteg168's solution](#)

**1062.**

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[misteg168's solution](#)

**1063.**

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1064.**

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1065.**

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1066.**

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[misteg168's solution](#)

**1067.**

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[misteg168's solution](#)

**1068.**

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[misteg168's solution](#)

**1069.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[misteg168's solution](#)

**1070.**

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1071.**

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1072.**

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1073.**

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1074.**

100443F

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[misteg168's solution](#)

**1075.**

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1076.**

100443C

[Shopping Malls](#) · [Tutorial](#)

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**1077.**

105789K

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**1078.**

105789I

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**1079.**

105789A

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**1080.**

105789D

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Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1081.**

105789G

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Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1082.**

105789B

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Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1083.**

105789L

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Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1084.**

105789C

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**1085.**

105698G

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Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1086.**

105698K

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Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1087.**

105698A

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Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1088.**

105698I

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Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1089.**

105363A

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Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1090.**

104491C

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Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1091.**

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1092.**

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1093.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1094.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1095.**

105562H

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Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1096.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1097.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1098.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1099.**

105562E

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**1100.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1101.**

105562A

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**1102.**

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104011M

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104011K

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104011L

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104011C

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104011B

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104011H

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104011A

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105112C

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105112G

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105112I

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105112J

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**1114.**

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**1115.**

105112A

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105112H

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105112K

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**1118.**

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**1119.**

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**1121.**

103081I

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**1122.**

103081D

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**1123.**

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**1124.**

103081C

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**1125.**

103081E

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**1126.**

103081A

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**1127.**

102465J

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**1128.**

102465G

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**1129.**

102465F

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**1130.**

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**1131.**

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**1132.**

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**1133.**

102465E

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**1134.**

102465B

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**1135.**

102465D

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**1136.**

102465A

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**1137.**

105505I

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**1138.**

105505E

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**1139.**

105505H

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**1140.**

105505D

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**1141.**

105505G

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**1142.**

105505K

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**1143.**

105505F

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**1144.**

105505J

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**1145.**

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**1146.**

104713K

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**1147.**

105537H

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**1148.**

105537G

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**1149.**

105537C

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**1150.**

105537D

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**1151.**

105537L

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**1152.**

105537K

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**1153.**

105537I

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**1154.**

105537J

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**1155.**

105537F

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**1156.**

105537A

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**1157.**

105465A

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**1158.**

105458C

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Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1159.**

105465C

[Christmas Sky](#) · [Tutorial](#)

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**1160.**

105465G

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**1161.**

105465E

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Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1162.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1163.**

105465F

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[misteg168's solution](#)

**1164.**

105465M

[Max Minus Min](#) · [Tutorial](#)

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**1165.**

105465B

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Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1166.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1167.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1168.**

103102I

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Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1169.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1170.**

103102F

[Fence Job](#) · [Tutorial](#)

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**1171.**

103102E

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**1172.**

103102M

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**1173.**

103102B

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**1174.**

104945C

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**1175.**

104945L

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**1176.**

104945E

[Nicest view](#) · [Tutorial](#)

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**1177.**

104945J

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**1178.**

104945F

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**1179.**

104945B

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**1180.**

104945K

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**1181.**

104945I

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**1182.**

104945A

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**1183.**

105427H

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105427K

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**1187.**

105427D

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**1188.**

105427J

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**1189.**

105427C

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**1190.**

101174B

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101174E

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**1192.**

101174D

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**1193.**

101174A

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**1194.**

101174H

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Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1195.**

101174K

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Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1196.**

101174F

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Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1197.**

101174C

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**1198.**

104686F

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1199.**

104686C

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1200.**

104686E

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**1201.**

104686K

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**1202.**

104686G

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1203.**

104686L

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1204.**

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1205.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1206.**

101635B

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Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1207.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1208.**

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1209.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1210.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1211.**

101635J

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Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1212.**

101635A

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Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1213.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1214.**

105085D

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**1215.**

105387F

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**1216.**

105387E

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**1217.**

105387K

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Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1218.**

105387D

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Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1219.**

105387I

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**1220.**

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**1221.**

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**1222.**

105387J

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Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1223.**

105387N

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**1224.**

105387M

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**1225.**

105387G

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**1226.**

105387H

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Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1227.**

105387B

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**1228.**

105387A

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**1229.**

104871I

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**1230.**

104871D

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**1231.**

104871H

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**1232.**

104871C

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**1233.**

104871G

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**1234.**

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**1235.**

104871B

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**1236.**

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**1237.**

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**1238.**

104787J

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Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1239.**

104787G

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Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1240.**

104787A

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**1241.**

104832E

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**1242.**

104832K

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**1243.**

104832G

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**1246.**

104832F

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104832A

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**1252.**

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**1253.**

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**1254.**

104197K

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**1256.**

104849D

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**1257.**

104849G

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**1258.**

104849B

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**1259.**

104849A

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**1260.**

101623C

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Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1261.**

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Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1262.**

101623K

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**1263.**

101623I

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**1264.**

101623G

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**1265.**

101623J

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Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1266.**

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1267.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1268.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1269.**

1911A

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Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
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**1270.**

101309J

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Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1271.**

103049J

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1272.**

103049G

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1273.**

103049I

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1274.**

103049F

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1275.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1276.**

103049A

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1277.**

103049D

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1278.**

103049H

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**1279.**

103049C

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**1280.**

103049K

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1281.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1282.**

101471C

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Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1283.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1284.**

101471I

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Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1285.**

101471E

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Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1286.**

104252B

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Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1287.**

104252C

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Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1288.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1289.**

104252L

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Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1290.**

104252H

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**1291.**

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**1292.**

104252A

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**1293.**

104252E

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**1294.**

104252M

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**1295.**

104252D

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**1296.**

101164K

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**1297.**

101164C

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**1298.**

101164H

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**1299.**

101164A

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**1300.**

101164I

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101164F

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101164D

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104772C

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104772I

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[misteg168's solution](#)**1306.**

104772E

[Every Queen](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)**1307.**

104772G

[Game of Nim](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)**1308.**

104772J

[Jumping Frogs](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)**1309.**

104772K

[Kitchen Timer](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)**1310.**

104772M

[Missing Vowels](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)**1311.**

104772D

[Divisibility Trick](#) · [Tutorial](#)Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1312.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1313.**

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1314.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1315.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1316.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1317.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1318.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1319.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1320.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1321.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1322.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1323.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1324.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1325.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1326.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1327.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-10-25 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[misteg168's solution](#)

**1328.**

101309F

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

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1329.**

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1330.**

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1331.**

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1332.**

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1333.**

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1334.**

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1335.**

104452F

[Square transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1336.**

104452H

[Chess knight on the curb stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1337.**

104452E

[The Highlanders' Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1338.**

104452M

[Beautiful hockey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1339.**

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1340.**

104452I

[Pharaoh hEx](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1341.**

104452D

[Professor R's. Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1342.**

104452A

[Motivation problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1343.**

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1344.**

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1345.**

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1346.**

104452B

[Time to reap the harvest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1347.**

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1348.**

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1349.**

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1350.**

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1351.**

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1352.**

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1353.**

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1354.**

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1355.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1356.**

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1357.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1358.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1359.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1360.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1361.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1362.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1363.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1364.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1365.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1366.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1367.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1368.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1369.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1370.**

104614B

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1371.**

104442G

[El jardín del Edén](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1372.**

104442H

[El máximo de diversión](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1373.**

104442I

[Cálculo numérico](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1374.**

104442J

[Aviones](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1375.**

104442K

[P = NP](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1376.**

104442C

[Crimen en Villacepé](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1377.**

104442B

[IKERobot](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1378.**

104442A

[El bruxeador](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1379.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[misteg168's solution](#)

**1380.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[misteg168's solution](#)

**1381.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

[misteg168's solution](#)

**1382.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[misteg168's solution](#)

**1383.**

101561J

[Remoteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1384.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1385.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1386.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1387.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1388.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[misteg168's solution](#)

**1389.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1390.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1391.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1392.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1393.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1394.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1395.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1396.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1397.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1398.**

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1399.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1400.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1401.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1402.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1403.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1404.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1405.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1406.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1407.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1408.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1409.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1410.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1411.**

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1412.**

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[misteg168's solution](#)

**1413.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1414.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1415.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1416.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1417.**

101561F

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

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1418.**

101561H

[Peer Review](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1419.**

101561G

[Non-negative Partial Sums](#) · [Tutorial](#)

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**1427.**

101498D

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**1428.**

101498E

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101498C

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**1430.**

101498B

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**1431.**

101498A

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**1432.**

103940F

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**1433.**

103940L

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Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1434.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1435.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1436.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1437.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1438.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1439.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1440.**

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1441.**

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1442.**

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

**1443.**

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[misteg168's solution](#)

## 1444.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[misteg168's solution](#)

## 1445.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[misteg168's solution](#)