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Unique solved — mkawa2

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

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Filters: none

Count: 1,645

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

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2.

2218B

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3.

2218A

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4.

2204B

[Right Maximum](#) · [Tutorial](#)

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5.

2204A

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6.

2203A

[Towers of Boxes](#) · [Tutorial](#)

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7.

2193B

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8.

2193A

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9.

2185B

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10.

2185A

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11.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force
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12.

2182A

[New Year String](#) · [Tutorial](#)

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13.

2179B

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[mkawa2's solution](#)

14.

2179A

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15.

2158A

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16.

2170A

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17.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

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18.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

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19.

2167B

[Your Name](#) · [Tutorial](#)

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20.

2167A

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21.

2162A

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22.

2153B

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23.

2153A

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[mkawa2's solution](#)

24.

2145A

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25.

2149B

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26.

2149A

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27.

2148B

[Lasers](#) · [Tutorial](#)

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28.

2148A

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29.

2140A

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30.

2137A

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31.

2132A

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32.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: greedy
[mkawa2's solution](#)

33.

2123A

[Blackboard Game](#) · [Tutorial](#)

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34.

2112A

[Race](#) · [Tutorial](#)

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35.

2121B

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36.

2121A

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37.

2117B

[Shrink](#) · [Tutorial](#)

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38.

2117A

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39.

2111A

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40.

2114A

[Square Year](#) · [Tutorial](#)

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41.

2108A

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42.

2104A

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43.

2106A

[Dr. TC](#) · [Tutorial](#)

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44.

2103A

[Common Multiple](#) · [Tutorial](#)

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45.

2094B

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46.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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[mkawa2's solution](#)

47.

2093A

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48.

2086A

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49.

2091B

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[mkawa2's solution](#)

50.

2091A

[Olympiad Date](#) · [Tutorial](#)

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[mkawa2's solution](#)

51.

2075A

[To Zero](#) · [Tutorial](#)

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[mkawa2's solution](#)

52.

2074B

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[mkawa2's solution](#)

53.

2074A

[Draw a Square](#) · [Tutorial](#)

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54.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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55.

2069A

[Was there an Array?](#) · [Tutorial](#)

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56.

2043A

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57.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,767 global accepts · Rating: 800 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, math
[mkawa2's solution](#)

58.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

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[mkawa2's solution](#)

59.

2049A

[MEX Destruction](#) · [Tutorial](#)

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[mkawa2's solution](#)

60.

2050A

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61.

2025A

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62.

2021A

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63.

2014B

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64.

2014A

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65.

2013A

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66.

2009B

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67.

2009A

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68.

2001B

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69.

2001A

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[mkawa2's solution](#)

70.

2000B

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71.

2000A

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72.

1999C

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73.

1999A

[A+B Again?](#) · [Tutorial](#)

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74.

1997A

[Strong Password](#) · [Tutorial](#)

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[mkawa2's solution](#)

75.

1995A

[Diagonals](#) · [Tutorial](#)

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76.

1992B

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Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
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77.

1992A

[Only Pluses](#) · [Tutorial](#)

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78.

1983A

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79.

1989A

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80.

1982A

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81.

1986A

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82.

1985B

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83.

1985A

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[mkawa2's solution](#)

84.

1979A

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Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[mkawa2's solution](#)

85.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: sortings
[mkawa2's solution](#)

86.

1980A

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

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[mkawa2's solution](#)

87.

1976A

[Verify Password](#) · [Tutorial](#)

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[mkawa2's solution](#)

88.

1974B

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Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings
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89.

1974A

[Phone Desktop](#) · [Tutorial](#)

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[mkawa2's solution](#)

90.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, strings
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91.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

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[mkawa2's solution](#)

92.

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: greedy, two pointers
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93.

1968A

[Maximize?](#) · [Tutorial](#)

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94.

1969A

[Two Friends](#) · [Tutorial](#)

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95.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: math
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96.

1945A

[Setting up Camp](#) · [Tutorial](#)

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97.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, math
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98.

1935A

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

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99.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
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100.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
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101.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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102.

1926B

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Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: geometry, implementation
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103.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: implementation
[mkawa2's solution](#)

104.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
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105.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

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106.

1929A

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107.

1931B

[Make Equal](#) · [Tutorial](#)

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[mkawa2's solution](#)

108.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, strings
[mkawa2's solution](#)

109.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: greedy, strings
[mkawa2's solution](#)

110.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mkawa2's solution](#)

111.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

112.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

113.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: implementation, strings
[mkawa2's solution](#)

114.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · PyPy 3 (first AC) · Tags: implementation
[mkawa2's solution](#)

115.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3 (first AC) · Tags: constructive algorithms
[mkawa2's solution](#)

116.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mkawa2's solution](#)

117.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

118.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,820 global accepts · Rating: 800 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: games, math, number theory
[mkawa2's solution](#)

119.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[mkawa2's solution](#)

120.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[mkawa2's solution](#)

121.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, strings

[mkawa2's solution](#)

122.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[mkawa2's solution](#)

123.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

124.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,711 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: greedy

[mkawa2's solution](#)

125.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: greedy

[mkawa2's solution](#)

126.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

127.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

128.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: implementation, math

[mkawa2's solution](#)

129.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

130.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-07-01 · Python 3 (first AC) · Tags: math

[mkawa2's solution](#)

131.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, trees

[mkawa2's solution](#)

132.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

[mkawa2's solution](#)

133.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[mkawa2's solution](#)

134.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

135.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · Python 3 (first AC) · Tags: constructive algorithms, games

[mkawa2's solution](#)

136.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

137.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

138.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

139.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: math

[mkawa2's solution](#)

140.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[mkawa2's solution](#)

141.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[mkawa2's solution](#)

142.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[mkawa2's solution](#)

143.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: greedy, strings

[mkawa2's solution](#)

144.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force

[mkawa2's solution](#)

145.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[mkawa2's solution](#)

146.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy

[mkawa2's solution](#)

147.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: implementation

[mkawa2's solution](#)

148.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

[mkawa2's solution](#)

149.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

150.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

151.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

152.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,215 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[mkawa2's solution](#)

153.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: geometry, implementation

[mkawa2's solution](#)

154.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

155.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

156.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

[mkawa2's solution](#)

157.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mkawa2's solution](#)

158.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[mkawa2's solution](#)

159.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,062 global accepts · Rating: 800 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[mkawa2's solution](#)

160.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[mkawa2's solution](#)

161.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-23 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

162.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-23 · PyPy 3-64 (first AC) · Tags: math

[mkawa2's solution](#)

163.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3 (first AC) · Tags: data structures, implementation, sortings

[mkawa2's solution](#)

164.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[mkawa2's solution](#)

165.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-21 · PyPy 3 (first AC) · Tags: implementation, sortings
[mkawa2's solution](#)

166.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: math
[mkawa2's solution](#)

167.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[mkawa2's solution](#)

168.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[mkawa2's solution](#)

169.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[mkawa2's solution](#)

170.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, implementation, math
[mkawa2's solution](#)

171.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,106 global accepts · Rating: 800 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[mkawa2's solution](#)

172.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,335 global accepts · Rating: 800 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: implementation
[mkawa2's solution](#)

173.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

174.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

175.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[mkawa2's solution](#)

176.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

177.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: implementation

[mkawa2's solution](#)

178.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[mkawa2's solution](#)

179.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

180.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: greedy, strings

[mkawa2's solution](#)

181.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: math

[mkawa2's solution](#)

182.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[mkawa2's solution](#)

183.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: implementation

[mkawa2's solution](#)

184.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: implementation

[mkawa2's solution](#)

185.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, sortings

[mkawa2's solution](#)

186.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

187.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

188.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
[mkawa2's solution](#)

189.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · PyPy 3 (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[mkawa2's solution](#)

190.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-13 · PyPy 3 (first AC) · Tags: brute force, implementation, strings
[mkawa2's solution](#)

191.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-13 · PyPy 3 (first AC) · Tags: data structures, implementation
[mkawa2's solution](#)

192.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,267 global accepts · Rating: 800 · first AC: 2022-07-13 · PyPy 3 (first AC) · Tags: brute force, implementation, strings
[mkawa2's solution](#)

193.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: greedy
[mkawa2's solution](#)

194.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms
[mkawa2's solution](#)

195.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

196.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[mkawa2's solution](#)

197.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[mkawa2's solution](#)

198.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: implementation

[mkawa2's solution](#)

199.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

200.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: implementation

[mkawa2's solution](#)

201.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · PyPy 3 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

202.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation

[mkawa2's solution](#)

203.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

204.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

205.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[mkawa2's solution](#)

206.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[mkawa2's solution](#)

207.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[mkawa2's solution](#)

208.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-26 · PyPy 3 (first AC) · Tags: implementation, math

[mkawa2's solution](#)

209.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-26 · PyPy 3 (first AC) · Tags: games, greedy

[mkawa2's solution](#)

210.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

211.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · PyPy 3 (first AC) · Tags: greedy

[mkawa2's solution](#)

212.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[mkawa2's solution](#)

213.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

214.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · Python 3 (first AC) · Tags: greedy, strings

[mkawa2's solution](#)

215.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · PyPy 3 (first AC) · Tags: greedy

[mkawa2's solution](#)

216.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · PyPy 3 (first AC) · Tags: brute force

[mkawa2's solution](#)

217.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: implementation

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218.

1631A

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Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-28 · Python 3 (first AC) · Tags: greedy

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219.

1625A

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Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

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220.

1624A

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Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-01-10 · Python 3 (first AC) · Tags: math

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221.

1621A

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222.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · PyPy 3 (first AC) · Tags: brute force, implementation, math

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223.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: geometry, math

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224.

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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225.

1618B

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226.

1618A

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227.

1591A

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228.

1607A

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229.

1614A

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230.

1611B

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231.

1611A

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232.

1605A

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233.

1604A

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234.

1593A

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235.

1592A

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236.

1569A

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237.

1567A

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238.

1562A

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239.

1557A

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240.

1554A

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241.

1530B

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242.

1530A

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243.

1550A

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244.

1547B

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245.

1547A

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246.

1542A

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247.

1534A

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248.

1538B

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249.

1538A

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250.

1536A

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251.

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1526A

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1509A

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1527A

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1512A

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257.

1515A

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258.

1519B

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259.

1519A

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1516A

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261.

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1499A

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267.

1497A

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268.

1493A

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269.

1491A

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270.

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271.

1490A

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1487A

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273.

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275.

1478A

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276.

1474A

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1473A

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278.

1472B

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1466B

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1466A

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1459A

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1462B

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1450A

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1454B

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1451A

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294.

1452C

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1452A

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296.

1438A

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1443A

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1445A

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1437A

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1436A

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1433B

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1433A

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1421A

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1428A

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1430B

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1426A

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1408A

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309.

1417A

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310.

1405A

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311.

1409A

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312.

1397A

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313.

1400A

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314.

1392B

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315.

1392A

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316.

1398B

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317.

1398A

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[mkawa2's solution](#)

318.

1391B

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319.

1391A

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320.

1393A

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1399B

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322.

1399A

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323.

1388A

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324.

1389A

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325.

1382A

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326.

1385B

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1385A

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328.

1372A

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329.

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330.

1374A

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331.

1367B

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[mkawa2's solution](#)

332.

1367A

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333.

1369A

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334.

1370A

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335.

1368A

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336.

1358A

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337.

1360B

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338.

1360A

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339.

1353B

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1353A

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1352A

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342.

1351A

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1348A

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344.

1343B

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345.

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1335A

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347.

1328A

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348.

1325B

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349.

1325A

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1312A

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1323A

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1316A

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1311A

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2171B

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2169A

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364.

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2013B

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1988B

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1941C

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1735B

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396.

1624B

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1613A

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1607B

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404.

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1535B

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410.

1496A

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1494A

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1486A

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1475B

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414.

1475A

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1467A

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416.

1462C

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1451B

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1445B

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419.

1436B

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1433C

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425.

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426.

1406A

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427.

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428.

1380A

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429.

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1373B

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431.

1354A

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432.

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435.

1337B

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436.

1335B

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1339A

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438.

1326B

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439.

1324A

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1321A

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441.

1296B

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442.

1295A

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443.

598A

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444.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

445.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[mkawa2's solution](#)

446.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[mkawa2's solution](#)

447.

2167D

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

Quality: 30,217 global accepts · Rating: 1000 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[mkawa2's solution](#)

448.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[mkawa2's solution](#)

449.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

450.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[mkawa2's solution](#)

451.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

452.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[mkawa2's solution](#)

453.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mkawa2's solution](#)

454.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[mkawa2's solution](#)

455.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

456.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

457.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

458.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, strings

[mkawa2's solution](#)

459.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[mkawa2's solution](#)

460.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings
[mkawa2's solution](#)

461.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: greedy
[mkawa2's solution](#)

462.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy
[mkawa2's solution](#)

463.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[mkawa2's solution](#)

464.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[mkawa2's solution](#)

465.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[mkawa2's solution](#)

466.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
[mkawa2's solution](#)

467.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

468.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

469.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · PyPy 3 (first AC) · Tags: strings
[mkawa2's solution](#)

470.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, two pointers
[mkawa2's solution](#)

471.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

472.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: implementation
[mkawa2's solution](#)

473.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[mkawa2's solution](#)

474.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[mkawa2's solution](#)

475.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: greedy, strings
[mkawa2's solution](#)

476.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: implementation, strings
[mkawa2's solution](#)

477.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[mkawa2's solution](#)

478.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings
[mkawa2's solution](#)

479.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: implementation
[mkawa2's solution](#)

480.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · PyPy 3 (first AC) · Tags: implementation, two pointers
[mkawa2's solution](#)

481.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: greedy
[mkawa2's solution](#)

482.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: implementation, two pointers

[mkawa2's solution](#)

483.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[mkawa2's solution](#)

484.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

485.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms

[mkawa2's solution](#)

486.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: data structures, greedy, math, sortings

[mkawa2's solution](#)

487.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[mkawa2's solution](#)

488.

1614B

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

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-26 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[mkawa2's solution](#)

489.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

490.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · PyPy 3 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

491.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: brute force, sortings

[mkawa2's solution](#)

492.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · Python 3 (first AC) · Tags: binary search, greedy

[mkawa2's solution](#)

493.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

494.

1567B

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Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[mkawa2's solution](#)

495.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[mkawa2's solution](#)

496.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-15 · Python 3 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

497.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · Python 3 (first AC) · Tags: brute force, geometry, math, number theory

[mkawa2's solution](#)

498.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

499.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[mkawa2's solution](#)

500.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[mkawa2's solution](#)

501.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory

[mkawa2's solution](#)

502.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[mkawa2's solution](#)

503.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[mkawa2's solution](#)

504.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · Python 3 (first AC) · Tags: brute force, math, number theory, strings
[mkawa2's solution](#)

505.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

506.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[mkawa2's solution](#)

507.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-26 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[mkawa2's solution](#)

508.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · Python 3 (first AC) · Tags: brute force, geometry, greedy
[mkawa2's solution](#)

509.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[mkawa2's solution](#)

510.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[mkawa2's solution](#)

511.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-23 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
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512.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · Python 3 (first AC) · Tags: math
[mkawa2's solution](#)

513.

1405B

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Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[mkawa2's solution](#)

514.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-13 · Python 3 (first AC) · Tags: brute force, math
[mkawa2's solution](#)

515.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · Python 3 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

516.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: greedy, strings
[mkawa2's solution](#)

517.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · Python 3 (first AC) · Tags: greedy, implementation, math
[mkawa2's solution](#)

518.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[mkawa2's solution](#)

519.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

520.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Python 3 (first AC) · Tags: greedy, sortings
[mkawa2's solution](#)

521.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · Python 3 (first AC) · Tags: math
[mkawa2's solution](#)

522.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

523.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: constructive algorithms
[mkawa2's solution](#)

524.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · Python 3 (first AC) · Tags: constructive algorithms, number theory
[mkawa2's solution](#)

525.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-09 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[mkawa2's solution](#)

526.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mkawa2's solution](#)

527.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

[mkawa2's solution](#)

528.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-20 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[mkawa2's solution](#)

529.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings

[mkawa2's solution](#)

530.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,245 global accepts · Rating: 1100 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[mkawa2's solution](#)

531.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

532.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mkawa2's solution](#)

533.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[mkawa2's solution](#)

534.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[mkawa2's solution](#)

535.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[mkawa2's solution](#)

536.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math
[mkawa2's solution](#)

537.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[mkawa2's solution](#)

538.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math
[mkawa2's solution](#)

539.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers
[mkawa2's solution](#)

540.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[mkawa2's solution](#)

541.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[mkawa2's solution](#)

542.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[mkawa2's solution](#)

543.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory
[mkawa2's solution](#)

544.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

545.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[mkawa2's solution](#)

546.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[mkawa2's solution](#)

547.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[mkawa2's solution](#)

548.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[mkawa2's solution](#)

549.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[mkawa2's solution](#)

550.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[mkawa2's solution](#)

551.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[mkawa2's solution](#)

552.

1986C

[Update Queries](#) · [Tutorial](#)

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553.

1976B

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554.

1971D

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555.

1933C

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556.

1923B

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557.

1932B

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558.

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560.

1902B

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1901B

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562.

1899C

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563.

1899B

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564.

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565.

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1857B

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567.

1838B

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568.

1811C

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569.

1807G2

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570.

1807G1

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571.

1800C2

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Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy
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572.

1791G1

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Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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573.

1791E

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574.

1780B

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575.

1783B

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576.

1762B

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577.

1759C

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578.

1760E

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1743C

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580.

1742D

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1741C

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582.

1739B

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Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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1729C

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1722D

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1706B

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586.

1703D

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587.

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588.

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594.

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595.

1623B

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596.

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1593D1

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601.

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602.

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1509B

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1511C

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606.

1511B

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607.

1506B

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1496B

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609.

1492B

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1490C

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611.

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1478B

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1472C

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1463A

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616.

1457B

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Rating: 1100 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: brute force, greedy

[mkawa2's solution](#)

617.

1421B

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618.

1428C

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1426C

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1407A

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1401B

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1395B

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1382B

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1375A

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627.

1370B

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628.

1366A

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629.

1365A

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1360C

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1342B

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632.

1335C

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633.

1333B

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634.

1332A

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635.

1327A

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636.

1324C

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637.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · Python 3 (first AC) · Tags: brute force, strings
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638.

2218E

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Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force
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639.

2182C

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Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp
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640.

2158B

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Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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641.

2170B

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642.

2149D

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643.

2148E

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644.

2123D

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645.

2121C

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[mkawa2's solution](#)

646.

2117D

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Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[mkawa2's solution](#)

647.

2117C

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Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy

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648.

2094E

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649.

2091D

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650.

2051D

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Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

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651.

2050C

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652.

2021B

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653.

2000D

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Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[mkawa2's solution](#)

654.

1992D

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Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

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655.

1983B

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656.

1989B

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Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

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657.

1982C

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658.

1982B

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659.

1985E

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Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math

[mkawa2's solution](#)

660.

1979C

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661.

1945C

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662.

1941D

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663.

1935B

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664.

1933D

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665.

1926C

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666.

1914D

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667.

1881C

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668.

1886B

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669.

1857C

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670.

1846D

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671.

1846C

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672.

1843D

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673.

1834C

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674.

1822D

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675.

1800D

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676.

1763B

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implementation, math, sortings

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677.

1747C

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678.

1742E

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[mkawa2's solution](#)

679.

1736B

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680.

1730C

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[mkawa2's solution](#)

681.

1729D

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682.

1720C

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683.

1703E

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[mkawa2's solution](#)

684.

1692E

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685.

1681C

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686.

1635C

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687.

1613C

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[mkawa2's solution](#)

688.

1592B

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[mkawa2's solution](#)

689.

1559C

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[mkawa2's solution](#)

690.

1530C

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[mkawa2's solution](#)

691.

1536B

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Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-08 · Python 3 (first AC) · Tags: brute force, constructive algorithms, strings

[mkawa2's solution](#)

692.

1527B1

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[mkawa2's solution](#)

693.

1512D

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694.

1512C

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[mkawa2's solution](#)

695.

1504B

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Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-05 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mkawa2's solution](#)

696.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

697.

1497B

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[mkawa2's solution](#)

698.

1495A

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Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: geometry, greedy, math, sortings

[mkawa2's solution](#)

699.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Python 3 (first AC) · Tags: brute force, math

[mkawa2's solution](#)

700.

1490D

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701.

1487B

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[mkawa2's solution](#)

702.

1485B

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703.

1472D

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704.

1455B

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[mkawa2's solution](#)

705.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · Python 3 (first AC) · Tags: greedy, implementation

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706.

1437B

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[mkawa2's solution](#)

707.

1433D

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708.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: graphs, implementation

[mkawa2's solution](#)

709.

1420B

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710.

1419B

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711.

1406B

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Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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712.

1409C

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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: brute force, math, number theory

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713.

1392C

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[mkawa2's solution](#)

714.

1399C

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[mkawa2's solution](#)

715.

1384A

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716.

1385C

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717.

1375B

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[mkawa2's solution](#)

718.

1364A

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719.

1371B

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[mkawa2's solution](#)

720.

1369B

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721.

1363A

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Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-01 · Python 3 (first AC) · Tags: brute force, implementation, math
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722.

1354B

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[mkawa2's solution](#)

723.

1355B

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724.

1355A

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725.

1352C

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726.

1352B

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727.

1343C

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728.

1339B

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729.

1328C

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730.

1327B

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731.

1315C

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Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-26 · Python 3 (first AC) · Tags: greedy

[mkawa2's solution](#)

732.

1311B

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Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · Python 3 (first AC) · Tags: dfs and similar, sortings

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733.

2193E

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734.

2179D

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735.

2170C

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736.

2169C

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Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[mkawa2's solution](#)

737.

2145C

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Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings

[mkawa2's solution](#)

738.

2112C

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Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

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739.

2108B

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740.

2086C

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Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[mkawa2's solution](#)

741.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory, two pointers

[mkawa2's solution](#)

742.

2075B

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Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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743.

2049B

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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
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744.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, strings
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745.

2026B

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[mkawa2's solution](#)

746.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

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747.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math
[mkawa2's solution](#)

748.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mkawa2's solution](#)

749.

1968D

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Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[mkawa2's solution](#)

750.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[mkawa2's solution](#)

751.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

752.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[mkawa2's solution](#)

753.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,642 global accepts · Rating: 1300 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[mkawa2's solution](#)

754.

1927D

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Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[mkawa2's solution](#)

755.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[mkawa2's solution](#)

756.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[mkawa2's solution](#)

757.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[mkawa2's solution](#)

758.

1899E

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Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[mkawa2's solution](#)

759.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: hashing, math, number theory

[mkawa2's solution](#)

760.

1881D

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

Quality: 28,446 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

761.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[mkawa2's solution](#)

762.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: math, sortings, trees

[mkawa2's solution](#)

763.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[mkawa2's solution](#)

764.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive
[mkawa2's solution](#)

765.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: dp, implementation
[mkawa2's solution](#)

766.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[mkawa2's solution](#)

767.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, schedules, two pointers
[mkawa2's solution](#)

768.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math
[mkawa2's solution](#)

769.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings
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770.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-13 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[mkawa2's solution](#)

771.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · PyPy 3 (first AC) · Tags: brute force, data structures
[mkawa2's solution](#)

772.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: brute force, math
[mkawa2's solution](#)

773.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-17 · last AC: 2022-05-18 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[mkawa2's solution](#)

774.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: graphs, implementation, trees

[mkawa2's solution](#)

775.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · PyPy 3 (first AC) · Tags: data structures, dsu, graphs, math

[mkawa2's solution](#)

776.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

[mkawa2's solution](#)

777.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · PyPy 3 (first AC) · Tags: dp, greedy, math

[mkawa2's solution](#)

778.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · PyPy 3 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

779.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[mkawa2's solution](#)

780.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[mkawa2's solution](#)

781.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math, number theory

[mkawa2's solution](#)

782.

1555C

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Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[mkawa2's solution](#)

783.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force

[mkawa2's solution](#)

784.

1547D

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Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mkawa2's solution](#)

785.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[mkawa2's solution](#)

786.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · Python 3 (first AC) · Tags: binary search, data structures, math, two pointers
[mkawa2's solution](#)

787.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · Python 3 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[mkawa2's solution](#)

788.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · PyPy 3 (first AC) · Tags: brute force, implementation
[mkawa2's solution](#)

789.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2021-02-03 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, number theory
[mkawa2's solution](#)

790.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · Python 3 (first AC) · Tags: binary search, brute force, greedy, math
[mkawa2's solution](#)

791.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · Python 3 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[mkawa2's solution](#)

792.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: dp, greedy, strings
[mkawa2's solution](#)

793.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-20 · Python 3 (first AC) · Tags: dp, math
[mkawa2's solution](#)

794.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[mkawa2's solution](#)

795.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[mkawa2's solution](#)

796.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-12 · Python 3 (first AC) · Tags: dp, greedy, math, sortings

[mkawa2's solution](#)

797.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · Python 3 (first AC) · Tags: combinatorics, math

[mkawa2's solution](#)

798.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · Python 3 (first AC) · Tags: greedy, implementation, math

[mkawa2's solution](#)

799.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy

[mkawa2's solution](#)

800.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · Python 3 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

801.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[mkawa2's solution](#)

802.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[mkawa2's solution](#)

803.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-22 · Python 3 (first AC) · Tags: constructive algorithms, data structures, strings

[mkawa2's solution](#)

804.

1372B

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

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2020-07-13 · Python 3 (first AC) · Tags: greedy, math, number theory

[mkawa2's solution](#)

805.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: greedy, two pointers

[mkawa2's solution](#)

806.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · Python 3 (first AC) · Tags: greedy, implementation, math

[mkawa2's solution](#)

807.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · Python 3 (first AC) · Tags: math

[mkawa2's solution](#)

808.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-25 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

809.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: math, two pointers

[mkawa2's solution](#)

810.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

811.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: dp, graphs, implementation, shortest paths

[mkawa2's solution](#)

812.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

813.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: implementation

[mkawa2's solution](#)

814.

1341B

[Nastya and Door](#) · [Tutorial](#)

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

[mkawa2's solution](#)

815.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

816.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-27 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[mkawa2's solution](#)

817.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · Python 3 (first AC) · Tags: combinatorics, greedy, math

[mkawa2's solution](#)

818.

1323C

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

Rating: 1300 · first AC: 2020-03-08 · Python 3 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

819.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-26 · Python 3 (first AC) · Tags: binary search, dp, greedy, strings

[mkawa2's solution](#)

820.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · Python 3 (first AC) · Tags: brute force

[mkawa2's solution](#)

821.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[mkawa2's solution](#)

822.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: dp, games, greedy

[mkawa2's solution](#)

823.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[mkawa2's solution](#)

824.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy

[mkawa2's solution](#)

825.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[mkawa2's solution](#)

826.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[mkawa2's solution](#)

827.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[mkawa2's solution](#)

828.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[mkawa2's solution](#)

829.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[mkawa2's solution](#)

830.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[mkawa2's solution](#)

831.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[mkawa2's solution](#)

832.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[mkawa2's solution](#)

833.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[mkawa2's solution](#)

834.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[mkawa2's solution](#)

835.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[mkawa2's solution](#)

836.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: geometry, math

[mkawa2's solution](#)

837.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, greedy, math

[mkawa2's solution](#)

838.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[mkawa2's solution](#)

839.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

840.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[mkawa2's solution](#)

841.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[mkawa2's solution](#)

842.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[mkawa2's solution](#)

843.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures

[mkawa2's solution](#)

844.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

845.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

846.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[mkawa2's solution](#)

847.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[mkawa2's solution](#)

848.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings
[mkawa2's solution](#)

849.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers
[mkawa2's solution](#)

850.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math
[mkawa2's solution](#)

851.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[mkawa2's solution](#)

852.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings
[mkawa2's solution](#)

853.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[mkawa2's solution](#)

854.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[mkawa2's solution](#)

855.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy
[mkawa2's solution](#)

856.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[mkawa2's solution](#)

857.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy
[mkawa2's solution](#)

858.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, math
[mkawa2's solution](#)

859.

1800E1

[Unforgivable Curse \(easy version\) · Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[mkawa2's solution](#)

860.

1762C

[Binary Strings are Fun · Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[mkawa2's solution](#)

861.

1758C

[Almost All Multiples · Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[mkawa2's solution](#)

862.

1759D

[Make It Round · Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-23 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[mkawa2's solution](#)

863.

1748B

[Diverse Substrings · Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

864.

1749C

[Number Game · Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, games, greedy, implementation

[mkawa2's solution](#)

865.

1735C

[Phase Shift · Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[mkawa2's solution](#)

866.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

867.

1706C

[Qpwoeirut And The City · Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · PyPy 3 (first AC) · Tags: dp, flows, greedy, implementation

[mkawa2's solution](#)

868.

1692G

[2^Sort · Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · Python 3 (first AC) · Tags: data structures, dp, sortings, two pointers

[mkawa2's solution](#)

869.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[mkawa2's solution](#)

870.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[mkawa2's solution](#)

871.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: bitmasks, math

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872.

1624D

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873.

1609C

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874.

1605C

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875.

1606C

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876.

1559D1

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877.

1535C

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878.

1526B

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Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: dp, math, number theory

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879.

1515C

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880.

1519C

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Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

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881.

1513B

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Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-12 · Python 3 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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882.

1506D

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883.

1494B

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[mkawa2's solution](#)

884.

1490E

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[mkawa2's solution](#)

885.

1475C

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Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · Python 3 (first AC) · Tags: combinatorics, graphs, math

[mkawa2's solution](#)

886.

1463B

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887.

1462D

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[mkawa2's solution](#)

888.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

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889.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

890.

1457C

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Rating: 1400 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: dp, implementation

[mkawa2's solution](#)

891.

1451C

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Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[mkawa2's solution](#)

892.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: binary search, greedy, math, sortings

[mkawa2's solution](#)

893.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-12 · last AC: 2020-11-12 · Python 3 (first AC) · Tags: binary search, greedy, sortings

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894.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · Python 3 (first AC) · Tags: constructive algorithms, strings

[mkawa2's solution](#)

895.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[mkawa2's solution](#)

896.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

897.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mkawa2's solution](#)

898.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-15 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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899.

1380B

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Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-15 · Python 3 (first AC) · Tags: greedy

[mkawa2's solution](#)

900.

1375C

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Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[mkawa2's solution](#)

901.

1374D

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Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: math, sortings, two pointers
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902.

1369C

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Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · Python 3 (first AC) · Tags: greedy, math, sortings, two pointers
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903.

1370C

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Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: games, math, number theory
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904.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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905.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-01 · Python 3 (first AC) · Tags: implementation, strings
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906.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · Python 3 (first AC) · Tags: binary search, geometry, math, ternary search
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907.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: constructive algorithms, math
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908.

1351C

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Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · Python 3 (first AC) · Tags: data structures, implementation
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909.

1348B

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Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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910.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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911.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · Python 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[mkawa2's solution](#)

912.

1312C

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Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · Python 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

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913.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

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914.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · Python 3 (first AC) · Tags: data structures, sortings

[mkawa2's solution](#)

915.

2218F

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916.

2203C

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917.

2185E

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Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

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918.

2169D1

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Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory

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919.

2153C

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Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[mkawa2's solution](#)

920.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy

[mkawa2's solution](#)

921.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[mkawa2's solution](#)

922.

2121E

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Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings
[mkawa2's solution](#)

923.

2108C

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Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
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924.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers
[mkawa2's solution](#)

925.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[mkawa2's solution](#)

926.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math
[mkawa2's solution](#)

927.

2070C

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Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[mkawa2's solution](#)

928.

2069C

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Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers
[mkawa2's solution](#)

929.

2049C

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Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mkawa2's solution](#)

930.

2050E

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931.

2026C

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[mkawa2's solution](#)

932.

2001C

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Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

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933.

1999G1

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Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive

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934.

1999F

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935.

1997D

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936.

1985F

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Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures

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937.

1971E

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938.

1933E

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939.

1926E

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[mkawa2's solution](#)

940.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[mkawa2's solution](#)

941.

1881E

[Block Sequence](#) · [Tutorial](#)

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[mkawa2's solution](#)

942.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[mkawa2's solution](#)

943.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: math, sortings
[mkawa2's solution](#)

944.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory
[mkawa2's solution](#)

945.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
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946.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation
[mkawa2's solution](#)

947.

1791F

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[mkawa2's solution](#)

948.

1759E

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[mkawa2's solution](#)

949.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings
[mkawa2's solution](#)

950.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
[mkawa2's solution](#)

951.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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[mkawa2's solution](#)

952.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp,

games

[mkawa2's solution](#)

953.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mkawa2's solution](#)

954.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: binary search, greedy, math, two pointers
[mkawa2's solution](#)

955.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3 (first AC) · Tags: dsu, greedy, strings
[mkawa2's solution](#)

956.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms
[mkawa2's solution](#)

957.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation
[mkawa2's solution](#)

958.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

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[mkawa2's solution](#)

959.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · PyPy 3 (first AC) · Tags: constructive algorithms, trees
[mkawa2's solution](#)

960.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: combinatorics, math
[mkawa2's solution](#)

961.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

962.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[mkawa2's solution](#)

963.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-04 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory
[mkawa2's solution](#)

964.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: binary search, dp, math, number theory
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965.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-08 · Python 3 (first AC) · Tags: data structures, dp, hashing, number theory
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966.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy
[mkawa2's solution](#)

967.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · Python 3 (first AC) · Tags: greedy, sortings, two pointers
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968.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, greedy
[mkawa2's solution](#)

969.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[mkawa2's solution](#)

970.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math
[mkawa2's solution](#)

971.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · Python 3 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[mkawa2's solution](#)

972.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · Python 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[mkawa2's solution](#)

973.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: binary search, data structures, greedy, math,

sortings

[mkawa2's solution](#)

974.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[mkawa2's solution](#)

975.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[mkawa2's solution](#)

976.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · Python 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

977.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings, trees

[mkawa2's solution](#)

978.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

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979.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · Python 3 (first AC) · Tags: dp, math, probabilities

[mkawa2's solution](#)

980.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

981.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

982.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · Python 3 (first AC) · Tags: binary search, combinatorics

[mkawa2's solution](#)

983.

1426D

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Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-03 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mkawa2's solution](#)

984.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · Python 3 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[mkawa2's solution](#)

985.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: data structures

[mkawa2's solution](#)

986.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-23 · Python 3 (first AC) · Tags: greedy, implementation, math

[mkawa2's solution](#)

987.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-23 · Python 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[mkawa2's solution](#)

988.

1418C

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Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · Python 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[mkawa2's solution](#)

989.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · Python 3 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

990.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

991.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: brute force, math, number theory, sortings

[mkawa2's solution](#)

992.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · Python 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[mkawa2's solution](#)

993.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · Python 3 (first AC) · Tags: combinatorics, dp, graphs, math

[mkawa2's solution](#)

994.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-06 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mkawa2's solution](#)

995.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · Python 3 (first AC) · Tags: brute force, dp, greedy, two pointers

[mkawa2's solution](#)

996.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[mkawa2's solution](#)

997.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · Python 3 (first AC) · Tags: brute force, implementation, strings

[mkawa2's solution](#)

998.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[mkawa2's solution](#)

999.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-13 · Python 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

1000.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · Python 3 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

1001.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[mkawa2's solution](#)

1002.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: greedy, math

[mkawa2's solution](#)

1003.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, math

[mkawa2's solution](#)

1004.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: brute force, implementation, two pointers

[mkawa2's solution](#)

1005.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · Python 3 (first AC) · Tags: greedy, implementation

[mkawa2's solution](#)

1006.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy

[mkawa2's solution](#)

1007.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[mkawa2's solution](#)

1008.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · Python 3 (first AC) · Tags: hashing, string suffix structures, strings

[mkawa2's solution](#)

1009.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mkawa2's solution](#)

1010.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-08 · Python 3 (first AC) · Tags: binary search, greedy, implementation

[mkawa2's solution](#)

1011.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-17 · Python 3 (first AC) · Tags: greedy, sortings

[mkawa2's solution](#)

1012.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-17 · Python 3 (first AC) · Tags: data structures, implementation

[mkawa2's solution](#)

1013.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-17 · Python 3 (first AC) · Tags: brute force, greedy, math

[mkawa2's solution](#)

1014.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: dp, greedy

[mkawa2's solution](#)

1015.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[mkawa2's solution](#)

1016.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[mkawa2's solution](#)

1017.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[mkawa2's solution](#)

1018.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, math, trees

[mkawa2's solution](#)

1019.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[mkawa2's solution](#)

1020.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[mkawa2's solution](#)

1021.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

[mkawa2's solution](#)

1022.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[mkawa2's solution](#)

1023.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[mkawa2's solution](#)

1024.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

1025.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, interactive, probabilities

[mkawa2's solution](#)

1026.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[mkawa2's solution](#)

1027.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[mkawa2's solution](#)

1028.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[mkawa2's solution](#)

1029.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[mkawa2's solution](#)

1030.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[mkawa2's solution](#)

1031.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[mkawa2's solution](#)

1032.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[mkawa2's solution](#)

1033.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers

[mkawa2's solution](#)

1034.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[mkawa2's solution](#)

1035.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[mkawa2's solution](#)

1036.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[mkawa2's solution](#)

1037.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mkawa2's solution](#)

1038.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[mkawa2's solution](#)

1039.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[mkawa2's solution](#)

1040.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[mkawa2's solution](#)

1041.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[mkawa2's solution](#)

1042.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[mkawa2's solution](#)

1043.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: binary search, math

[mkawa2's solution](#)

1044.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[mkawa2's solution](#)

1045.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

1046.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[mkawa2's solution](#)

1047.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: dp

[mkawa2's solution](#)

1048.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[mkawa2's solution](#)

1049.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation

[mkawa2's solution](#)

1050.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[mkawa2's solution](#)

1051.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs

[mkawa2's solution](#)

1052.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[mkawa2's solution](#)

1053.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · PyPy 3 (first AC) · Tags: dp, greedy

[mkawa2's solution](#)

1054.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[mkawa2's solution](#)

1055.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mkawa2's solution](#)

1056.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, sortings

[mkawa2's solution](#)

1057.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · PyPy 3 (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[mkawa2's solution](#)

1058.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: implementation
[mkawa2's solution](#)

1059.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[mkawa2's solution](#)

1060.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math
[mkawa2's solution](#)

1061.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[mkawa2's solution](#)

1062.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-22 · Python 3 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[mkawa2's solution](#)

1063.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: math, number theory
[mkawa2's solution](#)

1064.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: data structures, greedy
[mkawa2's solution](#)

1065.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: hashing, implementation, math
[mkawa2's solution](#)

1066.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-05-06 · Python 3 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

1067.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation,

math, two pointers

[mkawa2's solution](#)

1068.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[mkawa2's solution](#)

1069.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: dp, matrices

[mkawa2's solution](#)

1070.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

1071.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · PyPy 3 (first AC) · Tags: brute force, data structures, dp

[mkawa2's solution](#)

1072.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[mkawa2's solution](#)

1073.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

1074.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · Python 3 (first AC) · Tags: binary search, interactive

[mkawa2's solution](#)

1075.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[mkawa2's solution](#)

1076.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: dp, graphs, greedy

[mkawa2's solution](#)

1077.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · last AC: 2021-01-26 · PyPy 3 (first AC) · Tags: combinatorics, math, sortings

[mkawa2's solution](#)

1078.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: dp, greedy, implementation, two pointers
[mkawa2's solution](#)

1079.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · Python 3 (first AC) · Tags: math, number theory
[mkawa2's solution](#)

1080.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[mkawa2's solution](#)

1081.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-02 · Python 3 (first AC) · Tags: dp, greedy, sortings
[mkawa2's solution](#)

1082.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: combinatorics, dp, math
[mkawa2's solution](#)

1083.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: graphs, greedy, shortest paths, trees
[mkawa2's solution](#)

1084.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[mkawa2's solution](#)

1085.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · Python 3 (first AC) · Tags: constructive algorithms, greedy, number theory
[mkawa2's solution](#)

1086.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: data structures, dp, math
[mkawa2's solution](#)

1087.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-13 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, greedy
[mkawa2's solution](#)

1088.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2020-07-29 · Python 3 (first AC) · Tags: brute force, dp, greedy

[mkawa2's solution](#)

1089.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy
[mkawa2's solution](#)

1090.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[mkawa2's solution](#)

1091.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: data structures, greedy, sortings
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1092.

1373D

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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation
[mkawa2's solution](#)

1093.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-06-01 · Python 3 (first AC) · Tags: games, trees
[mkawa2's solution](#)

1094.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · Python 3 (first AC) · Tags: math
[mkawa2's solution](#)

1095.

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · Python 3 (first AC) · Tags: constructive algorithms, data structures, sortings
[mkawa2's solution](#)

1096.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2020-05-12 · Python 3 (first AC) · Tags: data structures, math, number theory
[mkawa2's solution](#)

1097.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: constructive algorithms
[mkawa2's solution](#)

1098.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · Python 3 (first AC) · Tags: math, number theory, sortings
[mkawa2's solution](#)

1099.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mkawa2's solution](#)

1100.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: math, number theory

[mkawa2's solution](#)

1101.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[mkawa2's solution](#)

1102.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

1103.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[mkawa2's solution](#)

1104.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · Python 3 (first AC) · Tags: brute force, data structures, implementation

[mkawa2's solution](#)

1105.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-02 · Python 3 (first AC) · Tags: dp, greedy, strings

[mkawa2's solution](#)

1106.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, number theory

[mkawa2's solution](#)

1107.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, implementation

[mkawa2's solution](#)

1108.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[mkawa2's solution](#)

1109.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[mkawa2's solution](#)

1110.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[mkawa2's solution](#)

1111.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[mkawa2's solution](#)

1112.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[mkawa2's solution](#)

1113.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory

[mkawa2's solution](#)

1114.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[mkawa2's solution](#)

1115.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[mkawa2's solution](#)

1116.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[mkawa2's solution](#)

1117.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[mkawa2's solution](#)

1118.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[mkawa2's solution](#)

1119.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[mkawa2's solution](#)

1120.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings
[mkawa2's solution](#)

1121.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[mkawa2's solution](#)

1122.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: data structures, dsu, sortings
[mkawa2's solution](#)

1123.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: dp, implementation
[mkawa2's solution](#)

1124.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings
[mkawa2's solution](#)

1125.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy
[mkawa2's solution](#)

1126.

1931F

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Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs
[mkawa2's solution](#)

1127.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math
[mkawa2's solution](#)

1128.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[mkawa2's solution](#)

1129.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[mkawa2's solution](#)

1130.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[mkawa2's solution](#)

1131.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation
[mkawa2's solution](#)

1132.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings
[mkawa2's solution](#)

1133.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · PyPy 3 (first AC) · Tags: bitmasks, dfs and similar, graphs
[mkawa2's solution](#)

1134.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, probabilities
[mkawa2's solution](#)

1135.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[mkawa2's solution](#)

1136.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation
[mkawa2's solution](#)

1137.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math
[mkawa2's solution](#)

1138.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[mkawa2's solution](#)

1139.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[mkawa2's solution](#)

1140.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math
[mkawa2's solution](#)

1141.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: graphs, math, number theory, strings
[mkawa2's solution](#)

1142.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-07 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings
[mkawa2's solution](#)

1143.

1688C

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Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings
[mkawa2's solution](#)

1144.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-26 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
[mkawa2's solution](#)

1145.

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · PyPy 3 (first AC) · Tags: dp
[mkawa2's solution](#)

1146.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: dfs and similar, interactive, math
[mkawa2's solution](#)

1147.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[mkawa2's solution](#)

1148.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[mkawa2's solution](#)

1149.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[mkawa2's solution](#)

1150.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: data structures, dp, math
[mkawa2's solution](#)

1151.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[mkawa2's solution](#)

1152.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, math
[mkawa2's solution](#)

1153.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · Python 3 (first AC) · Tags: brute force, geometry, greedy, implementation
[mkawa2's solution](#)

1154.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[mkawa2's solution](#)

1155.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory
[mkawa2's solution](#)

1156.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2021-05-07 · PyPy 3 (first AC) · Tags: brute force, dp, math, number theory
[mkawa2's solution](#)

1157.

1516C

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Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
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1158.

1503B

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Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-04 · Python 3 (first AC) · Tags: constructive algorithms, games, interactive
[mkawa2's solution](#)

1159.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[mkawa2's solution](#)

1160.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[mkawa2's solution](#)

1161.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory
[mkawa2's solution](#)

1162.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · Python 3 (first AC) · Tags: binary search, interactive, ternary search
[mkawa2's solution](#)

1163.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-30 · Python 3 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[mkawa2's solution](#)

1164.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · Python 3 (first AC) · Tags: implementation, math, sortings
[mkawa2's solution](#)

1165.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[mkawa2's solution](#)

1166.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, strings
[mkawa2's solution](#)

1167.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: brute force, implementation
[mkawa2's solution](#)

1168.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · Python 3 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[mkawa2's solution](#)

1169.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[mkawa2's solution](#)

1170.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[mkawa2's solution](#)

1171.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[mkawa2's solution](#)

1172.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: greedy, implementation
[mkawa2's solution](#)

1173.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · Python 3 (first AC) · Tags: games, geometry, math
[mkawa2's solution](#)

1174.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: data structures, greedy, implementation
[mkawa2's solution](#)

1175.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · Python 3 (first AC) · Tags: binary search, data structures, greedy, two pointers
[mkawa2's solution](#)

1176.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · last AC: 2020-10-05 · Python 3 (first AC) · Tags: combinatorics, dp, math
[mkawa2's solution](#)

1177.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[mkawa2's solution](#)

1178.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · Python 3 (first AC) · Tags: brute force, greedy, math
[mkawa2's solution](#)

1179.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · Python 3 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

1180.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mkawa2's solution](#)

1181.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · PyPy 3 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[mkawa2's solution](#)

1182.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-22 · Python 3 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[mkawa2's solution](#)

1183.

1368D

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

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1184.

1365D

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1185.

1361A

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1186.

1359C

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1187.

1360F

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1341D

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1189.

1343D

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1190.

1337D

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1191.

1335E1

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1192.

1333C

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1193.

1332D

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1194.

1325D

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1195.

1312D

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1196.

1321D

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1197.

1315D

[Recommendations](#) · [Tutorial](#)

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1198.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-02 · Python 3 (first AC) · Tags: math, strings
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1199.

2218G

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Quality: 3,633 global accepts · Rating: 1800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math
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1200.

2185G

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1201.

2179E

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Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math
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1202.

2153D

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1203.

2145D

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Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp
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1204.

2148F

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Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
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1205.

2121F

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1206.

2117F

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Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, trees
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1207.

2106E

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Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
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1208.

2091F

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Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp
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1209.

2069D

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1210.

2043D

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Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory
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1211.

2014E

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Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths
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1212.

1995C

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1213.

1974E

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1214.

1968F

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1215.

1955F

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1216.

1941F

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1217.

1935D

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1935C

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1219.

1923D

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1220.

1846F

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1221.

1846E2

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1843F1

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1841C

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1224.

1833G

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1225.

1805D

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1780D

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1227.

1758D

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1759F

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1229.

1729E

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1230.

1709C

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1231.

1691D

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1232.

1675F

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1233.

1635D

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1234.

1631D

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1235.

1617D1

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1236.

1611F

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1237.

1554D

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1239.

1534D

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1535D

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1241.

1509E

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1509C

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1500A

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1244.

1491D

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1478D

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1246.

1475D

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1247.

1466E

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1248.

1463C

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1249.

1462F

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1250.

1450D

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1251.

1446B

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1252.

1442B

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1442A

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1254.

1437C

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1255.

1426E

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1256.

1420D

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[mkawa2's solution](#)

1257.

1409E

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1258.

1396B

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1259.

1401D

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1260.

1398D

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1261.

1394A

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1262.

1388C

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1263.

1381B

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1264.

1367D

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1265.

1355C

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1266.

1335E2

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1267.

1339D

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[mkawa2's solution](#)

1268.

1328D

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1269.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: combinatorics, dp, math
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1270.

1324F

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1271.

1316C

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1272.

1296E1

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1273.

1299B

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1274.

1290B

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1275.

1295D

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Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-02 · Python 3 (first AC) · Tags: math, number theory
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1276.

2149F

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1277.

2148G

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1278.

2137F

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1279.

2117G

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Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

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1280.

2111E

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1281.

2106F

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1282.

2049D

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Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, dp

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1283.

2050G

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1284.

2026D

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1285.

2013D

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1286.

2009G1

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1287.

2001D

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1288.

2000F

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1289.

1992F

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1290.

1989D

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1291.

1986F

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1292.

1980F1

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1293.

1974F

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1294.

1968G1

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1295.

1969D

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1296.

1955G

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1297.

1945F

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1298.

1926G

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1299.

1932F

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1300.

1929D

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1301.

1927F

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1302.

1918D

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1303.

1920D

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1304.

1914F

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1305.

1902E

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1306.

1902D

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1307.

1891D

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1308.

1878F

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1309.

1882D

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1310.

1846G

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1311.

1847D

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1312.

1834D

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1313.

1800F

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1314.

1785B

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Rating: 1900 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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1315.

1791G2

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1316.

1759G

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1317.

1747D

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1318.

1749D

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1319.

1739D

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1320.

1729F

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1321.

1702G1

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1322.

1697D

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[mkawa2's solution](#)

1323.

1624G

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1324.

1591D

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1325.

1613D

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1326.

1611E2

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1327.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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1328.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, math, number theory

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1329.

1569D

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1330.

1547F

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1331.

1543C

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[mkawa2's solution](#)

1332.

1509D

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Rating: 1900 · first AC: 2021-05-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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1333.

1527B2

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1334.

1512F

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1335.

1483B

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1336.

1495B

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1337.

1494C

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Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

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1338.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1339.

1486C2

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1340.

1490G

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1341.

1479B1

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1342.

1475F

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1343.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-26 · PyPy 3 (first AC) · Tags: dp, math, number theory, sortings

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1344.

1467C

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1345.

1463D

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1346.

1453D

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1347.

1439A2

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1445D

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1349.

1434A

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1350.

1436D

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1351.

1421D

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Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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1352.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

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1353.

1430E

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1354.

1404B

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1355.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · Python 3 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1356.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-26 · Python 3 (first AC) · Tags: brute force, dp, greedy

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1357.

1383B

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1358.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · Python 3 (first AC) · Tags: brute force, constructive algorithms, sortings
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1359.

1371E1

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Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
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1360.

1367E

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1361.

1369D

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Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · Python 3 (first AC) · Tags: dp, graphs, greedy, math, trees
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1362.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms
[mkawa2's solution](#)

1363.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
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1364.

1360G

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1365.

1354D

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1366.

1353E

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1367.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
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1368.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[mkawa2's solution](#)

1369.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[mkawa2's solution](#)

1370.

1311F

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Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-25 · PyPy 3 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

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1371.

2179F

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1372.

2171E

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1373.

2140D

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1374.

2114F

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Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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1375.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[mkawa2's solution](#)

1376.

2075D

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[mkawa2's solution](#)

1377.

2074F

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1378.

2051F

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Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
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1379.

2014F

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees
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1380.

1988D

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Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, trees
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1381.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
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1382.

1976D

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Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
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1383.

1974G

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Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
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1384.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
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1385.

1923E

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Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[mkawa2's solution](#)

1386.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
[mkawa2's solution](#)

1387.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[mkawa2's solution](#)

1388.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, trees
[mkawa2's solution](#)

1389.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures
[mkawa2's solution](#)

1390.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[mkawa2's solution](#)

1391.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers
[mkawa2's solution](#)

1392.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers
[mkawa2's solution](#)

1393.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation
[mkawa2's solution](#)

1394.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, sortings
[mkawa2's solution](#)

1395.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

1396.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · last AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: brute force, dp, math
[mkawa2's solution](#)

1397.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[mkawa2's solution](#)

1398.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-12 · last AC: 2022-07-12 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, trees
[mkawa2's solution](#)

1399.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, sortings
[mkawa2's solution](#)

1400.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[mkawa2's solution](#)

1401.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · Python 3 (first AC) · Tags: constructive algorithms, interactive, math
[mkawa2's solution](#)

1402.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-31 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[mkawa2's solution](#)

1403.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · Python 3 (first AC) · Tags: binary search, constructive algorithms, interactive
[mkawa2's solution](#)

1404.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
[mkawa2's solution](#)

1405.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · PyPy 3 (first AC) · Tags: combinatorics, math, two pointers
[mkawa2's solution](#)

1406.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-15 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[mkawa2's solution](#)

1407.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: dfs and similar, graphs
[mkawa2's solution](#)

1408.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mkawa2's solution](#)

1409.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation

[mkawa2's solution](#)

1410.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-12 · last AC: 2021-04-12 · PyPy 3 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[mkawa2's solution](#)

1411.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[mkawa2's solution](#)

1412.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[mkawa2's solution](#)

1413.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-07 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[mkawa2's solution](#)

1414.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[mkawa2's solution](#)

1415.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · PyPy 3 (first AC) · Tags: dp

[mkawa2's solution](#)

1416.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp

[mkawa2's solution](#)

1417.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mkawa2's solution](#)

1418.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mkawa2's solution](#)

1419.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · Python 3 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[mkawa2's solution](#)

1420.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[mkawa2's solution](#)

1421.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-10-03 · Python 3 (first AC) · Tags: combinatorics, dp, strings

[mkawa2's solution](#)

1422.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[mkawa2's solution](#)

1423.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[mkawa2's solution](#)

1424.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-09-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

1425.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[mkawa2's solution](#)

1426.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mkawa2's solution](#)

1427.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[mkawa2's solution](#)

1428.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-20 · Python 3 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[mkawa2's solution](#)

1429.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[mkawa2's solution](#)

1430.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-15 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[mkawa2's solution](#)

1431.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[mkawa2's solution](#)

1432.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-12 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory
[mkawa2's solution](#)

1433.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-02 · Python 3 (first AC) · Tags: dfs and similar, dp, greedy, trees
[mkawa2's solution](#)

1434.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · Python 3 (first AC) · Tags: combinatorics, math, number theory
[mkawa2's solution](#)

1435.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers
[mkawa2's solution](#)

1436.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · Python 3 (first AC) · Tags: binary search, brute force, geometry, math
[mkawa2's solution](#)

1437.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math
[mkawa2's solution](#)

1438.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[mkawa2's solution](#)

1439.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

graphs

[mkawa2's solution](#)

1440.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[mkawa2's solution](#)

1441.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · PyPy 3 (first AC) · Tags: brute force, math

[mkawa2's solution](#)

1442.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-18 · Python 3 (first AC) · Tags: data structures, dp

[mkawa2's solution](#)

1443.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, interactive, sortings, trees

[mkawa2's solution](#)

1444.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp

[mkawa2's solution](#)

1445.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[mkawa2's solution](#)

1446.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[mkawa2's solution](#)

1447.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[mkawa2's solution](#)

1448.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · last AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[mkawa2's solution](#)

1449.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[mkawa2's solution](#)

1450.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[mkawa2's solution](#)

1451.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[mkawa2's solution](#)

1452.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[mkawa2's solution](#)

1453.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: 2-sat, dfs and similar, graphs

[mkawa2's solution](#)

1454.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mkawa2's solution](#)

1455.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[mkawa2's solution](#)

1456.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · PyPy 3 (first AC) · Tags: data structures, divide and conquer, dp, trees

[mkawa2's solution](#)

1457.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[mkawa2's solution](#)

1458.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[mkawa2's solution](#)

1459.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-11 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math

[mkawa2's solution](#)

1460.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[mkawa2's solution](#)

1461.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[mkawa2's solution](#)

1462.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[mkawa2's solution](#)

1463.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[mkawa2's solution](#)

1464.

1605D

[Treelabeling](#) · [Tutorial](#)

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

[mkawa2's solution](#)

1465.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-18 · PyPy 3 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[mkawa2's solution](#)

1466.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, trees

[mkawa2's solution](#)

1467.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-12 · PyPy 3 (first AC) · Tags: binary search, greedy, math, ternary search

[mkawa2's solution](#)

1468.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[mkawa2's solution](#)

1469.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-13 · PyPy 3 (first AC) · Tags: combinatorics, dp, greedy, math

[mkawa2's solution](#)

1470.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-20 · PyPy 3 (first AC) · Tags: dp, math, number theory

[mkawa2's solution](#)

1471.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · PyPy 3 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[mkawa2's solution](#)

1472.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-19 · Python 3 (first AC) · Tags: binary search, data structures, dp

[mkawa2's solution](#)

1473.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[mkawa2's solution](#)

1474.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-05 · last AC: 2021-01-05 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mkawa2's solution](#)

1475.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · Python 3 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[mkawa2's solution](#)

1476.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[mkawa2's solution](#)

1477.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

1478.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · Python 3 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[mkawa2's solution](#)

1479.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: binary search, greedy, math, ternary search

[mkawa2's solution](#)

1480.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-21 · PyPy 3 (first AC) · Tags: brute force, graphs, shortest paths

[mkawa2's solution](#)

1481.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · PyPy 3 (first AC) · Tags: dp
[mkawa2's solution](#)

1482.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[mkawa2's solution](#)

1483.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math, number theory
[mkawa2's solution](#)

1484.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · last AC: 2020-09-15 · PyPy 3 (first AC) · Tags: data structures, implementation
[mkawa2's solution](#)

1485.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-05 · PyPy 3 (first AC) · Tags: dp, strings
[mkawa2's solution](#)

1486.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[mkawa2's solution](#)

1487.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[mkawa2's solution](#)

1488.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · last AC: 2020-07-30 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math
[mkawa2's solution](#)

1489.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-14 · Python 3 (first AC) · Tags: brute force, dp, games, greedy
[mkawa2's solution](#)

1490.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[mkawa2's solution](#)

1491.

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[mkawa2's solution](#)

1492.

1370E

[Binary Subsequence Rotation · Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[mkawa2's solution](#)

1493.

1366E

[Two Arrays · Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[mkawa2's solution](#)

1494.

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, sortings

[mkawa2's solution](#)

1495.

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-02 · Python 3 (first AC) · Tags: binary search, implementation, interactive, math

[mkawa2's solution](#)

1496.

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[mkawa2's solution](#)

1497.

1354E

[Graph Coloring · Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-19 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs

[mkawa2's solution](#)

1498.

1355E

[Restorer Distance · Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[mkawa2's solution](#)

1499.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · Python 3 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[mkawa2's solution](#)

1500.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[mkawa2's solution](#)

1501.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-12 · last AC: 2020-03-12 · PyPy 3 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

1502.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings
[mkawa2's solution](#)

1503.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math
[mkawa2's solution](#)

1504.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[mkawa2's solution](#)

1505.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[mkawa2's solution](#)

1506.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[mkawa2's solution](#)

1507.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory
[mkawa2's solution](#)

1508.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation
[mkawa2's solution](#)

1509.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[mkawa2's solution](#)

1510.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[mkawa2's solution](#)

1511.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math
[mkawa2's solution](#)

1512.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[mkawa2's solution](#)

1513.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, hashing, implementation, trees
[mkawa2's solution](#)

1514.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math
[mkawa2's solution](#)

1515.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation
[mkawa2's solution](#)

1516.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[mkawa2's solution](#)

1517.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings, two pointers
[mkawa2's solution](#)

1518.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · PyPy 3 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[mkawa2's solution](#)

1519.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2021-12-14 · PyPy 3 (first AC) · Tags: data structures, dsu, greedy, sortings
[mkawa2's solution](#)

1520.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers
[mkawa2's solution](#)

1521.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: greedy

[mkawa2's solution](#)

1522.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[mkawa2's solution](#)

1523.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[mkawa2's solution](#)

1524.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: data structures, math

[mkawa2's solution](#)

1525.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · PyPy 3 (first AC) · Tags: combinatorics, dp, fft, math, number theory

[mkawa2's solution](#)

1526.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mkawa2's solution](#)

1527.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[mkawa2's solution](#)

1528.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[mkawa2's solution](#)

1529.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-05 · Python 3 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[mkawa2's solution](#)

1530.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[mkawa2's solution](#)

1531.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · PyPy 3 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[mkawa2's solution](#)

1532.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · last AC: 2021-02-19 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[mkawa2's solution](#)

1533.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[mkawa2's solution](#)

1534.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[mkawa2's solution](#)

1535.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math

[mkawa2's solution](#)

1536.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[mkawa2's solution](#)

1537.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · Python 3 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[mkawa2's solution](#)

1538.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[mkawa2's solution](#)

1539.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[mkawa2's solution](#)

1540.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[mkawa2's solution](#)

1541.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: data structures, dp, graphs
[mkawa2's solution](#)

1542.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-27 · last AC: 2020-08-27 · Python 3 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[mkawa2's solution](#)

1543.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · Python 3 (first AC) · Tags: math, number theory
[mkawa2's solution](#)

1544.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-26 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[mkawa2's solution](#)

1545.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[mkawa2's solution](#)

1546.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[mkawa2's solution](#)

1547.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: dp, strings
[mkawa2's solution](#)

1548.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[mkawa2's solution](#)

1549.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: greedy
[mkawa2's solution](#)

1550.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-25 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[mkawa2's solution](#)

1551.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · Python 3 (first AC) · Tags: brute force, constructive algorithms, trees
[mkawa2's solution](#)

1552.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[mkawa2's solution](#)

1553.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings
[mkawa2's solution](#)

1554.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities
[mkawa2's solution](#)

1555.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[mkawa2's solution](#)

1556.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[mkawa2's solution](#)

1557.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[mkawa2's solution](#)

1558.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[mkawa2's solution](#)

1559.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[mkawa2's solution](#)

1560.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[mkawa2's solution](#)

1561.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · PyPy 3 (first AC) · Tags: data structures, dp, greedy
[mkawa2's solution](#)

1562.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[mkawa2's solution](#)

1563.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · last AC: 2022-01-12 · PyPy 3 (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[mkawa2's solution](#)

1564.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-06 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[mkawa2's solution](#)

1565.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[mkawa2's solution](#)

1566.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[mkawa2's solution](#)

1567.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · Python 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[mkawa2's solution](#)

1568.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-21 · Python 3 (first AC) · Tags: graphs, greedy, interactive, shortest paths
[mkawa2's solution](#)

1569.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[mkawa2's solution](#)

1570.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[mkawa2's solution](#)

1571.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · PyPy 3 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[mkawa2's solution](#)

1572.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[mkawa2's solution](#)

1573.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: constructive algorithms, math

[mkawa2's solution](#)

1574.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mkawa2's solution](#)

1575.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · PyPy 3 (first AC) · Tags: graphs, shortest paths, sortings

[mkawa2's solution](#)

1576.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mkawa2's solution](#)

1577.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-04 · last AC: 2020-09-04 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[mkawa2's solution](#)

1578.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-21 · Python 3 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[mkawa2's solution](#)

1579.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-18 · PyPy 3 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[mkawa2's solution](#)

1580.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation, trees

[mkawa2's solution](#)

1581.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · PyPy 3 (first AC) · Tags: data structures, dsu, implementation, trees
[mkawa2's solution](#)

1582.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[mkawa2's solution](#)

1583.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-28 · PyPy 3 (first AC) · Tags: combinatorics, fft, math
[mkawa2's solution](#)

1584.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[mkawa2's solution](#)

1585.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: dp, greedy
[mkawa2's solution](#)

1586.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: flows, graphs
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1587.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math
[mkawa2's solution](#)

1588.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, math, number theory
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1589.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[mkawa2's solution](#)

1590.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · PyPy 3 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
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1591.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · Python 3 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

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1592.

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, interactive, math

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1593.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-15 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dp, math

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1594.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[mkawa2's solution](#)

1595.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[mkawa2's solution](#)

1596.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[mkawa2's solution](#)

1597.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-30 · Python 3 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[mkawa2's solution](#)

1598.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-05 · Python 3 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[mkawa2's solution](#)

1599.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · PyPy 3 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[mkawa2's solution](#)

1600.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: binary search, bitmasks, data structures

[mkawa2's solution](#)

1601.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · PyPy 3 (first AC) · Tags: data structures, geometry, implementation, sortings
[mkawa2's solution](#)

1602.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[mkawa2's solution](#)

1603.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[mkawa2's solution](#)

1604.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[mkawa2's solution](#)

1605.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · Python 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[mkawa2's solution](#)

1606.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[mkawa2's solution](#)

1607.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · Python 3 (first AC) · Tags: brute force, dp, greedy, math
[mkawa2's solution](#)

1608.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-22 · Python 3 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[mkawa2's solution](#)

1609.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[mkawa2's solution](#)

1610.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[mkawa2's solution](#)

1611.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[mkawa2's solution](#)

1612.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[mkawa2's solution](#)

1613.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-21 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy
[mkawa2's solution](#)

1614.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms
[mkawa2's solution](#)

1615.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-08 · PyPy 3 (first AC) · Tags: data structures, dp, greedy
[mkawa2's solution](#)

1616.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · Python 3 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[mkawa2's solution](#)

1617.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · last AC: 2020-09-09 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[mkawa2's solution](#)

1618.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-25 · last AC: 2020-08-25 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[mkawa2's solution](#)

1619.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · Python 3 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[mkawa2's solution](#)

1620.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings
[mkawa2's solution](#)

1621.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy
[mkawa2's solution](#)

1622.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[mkawa2's solution](#)

1623.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · PyPy 3 (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[mkawa2's solution](#)

1624.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-05 · PyPy 3 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[mkawa2's solution](#)

1625.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: greedy, math, probabilities
[mkawa2's solution](#)

1626.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · last AC: 2020-07-05 · Python 3 (first AC) · Tags: constructive algorithms, games, interactive, math
[mkawa2's solution](#)

1627.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: games, implementation, interactive, math
[mkawa2's solution](#)

1628.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-06-03 · PyPy 3 (first AC) · Tags: dp, strings
[mkawa2's solution](#)

1629.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-20 · Python 3 (first AC) · Tags: binary search, interactive, probabilities
[mkawa2's solution](#)

1630.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · Python 3 (first AC) · Tags: constructive algorithms, interactive, number theory
[mkawa2's solution](#)

1631.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-16 · last AC: 2020-03-16 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[mkawa2's solution](#)**1632.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mkawa2's solution](#)**1633.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-23 · Python 3 (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[mkawa2's solution](#)**1634.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[mkawa2's solution](#)**1635.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-23 · Python 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[mkawa2's solution](#)**1636.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[mkawa2's solution](#)**1637.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-21 · Python 3 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[mkawa2's solution](#)**1638.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[mkawa2's solution](#)**1639.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · Python 3 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[mkawa2's solution](#)**1640.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-14 · last AC: 2020-07-14 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers
[mkawa2's solution](#)

1641.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · PyPy 3 (first AC) · Tags: math, probabilities
[mkawa2's solution](#)

1642.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
[mkawa2's solution](#)

1643.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[mkawa2's solution](#)

1644.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math
[mkawa2's solution](#)

1645.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive
[mkawa2's solution](#)