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Unique solved — molney

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104.

1030A

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Quality: 171,502 global accepts · Rating: 800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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105.

1581A

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106.

1592A

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107.

1594A

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108.

1593A

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109.

1660B

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110.

1660A

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111.

1582A

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112.

1602A

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113.

1604A

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114.

1607A

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115.

1605A

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116.

1611B

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117.

1611A

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118.

1658B

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119.

1658A

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120.

1612A

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121.

1620A

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122.

1608A

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123.

1618B

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124.

1618A

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125.

1617A

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126.

1619B

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127.

1619A

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128.

1623A

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129.

1624A

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130.

1656A

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131.

1625A

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132.

1627A

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133.

1657B

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1657A

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1654A

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1631A

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144.

1644A

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145.

1646B

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147.

1649A

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1647A

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151.

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152.

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1635B

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1635A

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155.

1637A

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344A

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159.

1634A

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161.

271A

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734A

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165.

266B

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116A

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167.

59A

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168.

1633B

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169.

1633A

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170.

1632A

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171.

1585A

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172.

1614A

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173.

748A

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1556A

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175.

1411A

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755A

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178.

939A

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181.

617A

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182.

546A

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183.

791A

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184.

236A

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185.

266A

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186.

281A

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187.

339A

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188.

112A

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189.

263A

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190.

282A

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50A

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192.

158A

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193.

231A

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194.

71A

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195.

1583A

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196.

4A

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197.

1598A

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198.

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199.

1535A

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200.

1900B

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201.

1896B

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202.

1795B

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203.

1768B

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204.

1779B

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206.

1705B

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207.

1699B

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208.

1696B

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Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[molney's solution](#)

209.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[molney's solution](#)

210.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[molney's solution](#)

211.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[molney's solution](#)

212.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math
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213.

1665B

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

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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214.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math
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215.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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216.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math
[molney's solution](#)

217.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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218.

1617B

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Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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219.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math
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220.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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221.

1537B

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Quality: 42,324 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[molney's solution](#)

222.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[molney's solution](#)

223.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[molney's solution](#)

224.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[molney's solution](#)

225.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[molney's solution](#)

226.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

227.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[molney's solution](#)

228.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[molney's solution](#)

229.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

230.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[molney's solution](#)

231.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

232.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[molney's solution](#)

233.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: games
[molney's solution](#)

234.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math
[molney's solution](#)

235.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[molney's solution](#)

236.

556A

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

Quality: 46,398 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[molney's solution](#)

237.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,718 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[molney's solution](#)

238.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[molney's solution](#)

239.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[molney's solution](#)

240.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[molney's solution](#)

241.

1613A

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Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[molney's solution](#)

242.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[molney's solution](#)

243.

1032A

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Quality: 7,336 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[molney's solution](#)

244.

1584C

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Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[molney's solution](#)

245.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[molney's solution](#)

246.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

247.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[molney's solution](#)

248.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[molney's solution](#)

249.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[molney's solution](#)

250.

313A

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Quality: 65,055 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[molney's solution](#)

251.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[molney's solution](#)

252.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[molney's solution](#)

253.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-10-20 · Python 3 (first AC) · Tags: strings
[molney's solution](#)

254.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[molney's solution](#)

255.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,711 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[molney's solution](#)

256.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

257.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[molney's solution](#)

258.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[molney's solution](#)

259.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[molney's solution](#)

260.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[molney's solution](#)

261.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[molney's solution](#)

262.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[molney's solution](#)

263.

1702D

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Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[molney's solution](#)

264.

1690D

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Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[molney's solution](#)

265.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[molney's solution](#)

266.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[molney's solution](#)

267.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[molney's solution](#)

268.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation,

strings

[molney's solution](#)

269.

1671B

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

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

[molney's solution](#)

270.

1659A

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Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[molney's solution](#)

271.

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[molney's solution](#)

272.

1607C

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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[molney's solution](#)

273.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[molney's solution](#)

274.

1611C

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Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[molney's solution](#)

275.

1620B

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Quality: 31,485 global accepts · Rating: 1000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[molney's solution](#)

276.

1632B

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Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[molney's solution](#)

277.

1622B

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Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[molney's solution](#)

278.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[molney's solution](#)

279.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[molney's solution](#)

280.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[molney's solution](#)

281.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[molney's solution](#)

282.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[molney's solution](#)

283.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[molney's solution](#)

284.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[molney's solution](#)

285.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[molney's solution](#)

286.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[molney's solution](#)

287.

1520C

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Quality: 34,544 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[molney's solution](#)

288.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[molney's solution](#)

289.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[molney's solution](#)

290.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[molney's solution](#)

291.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

292.

742A

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Quality: 51,994 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[molney's solution](#)

293.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,848 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[molney's solution](#)

294.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

295.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,625 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[molney's solution](#)

296.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[molney's solution](#)

297.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[molney's solution](#)

298.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[molney's solution](#)

299.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,414 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[molney's solution](#)

300.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[molney's solution](#)

301.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[molney's solution](#)

302.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[molney's solution](#)

303.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[molney's solution](#)

304.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[molney's solution](#)

305.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: strings
[molney's solution](#)

306.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math
[molney's solution](#)

307.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[molney's solution](#)

308.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
[molney's solution](#)

309.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[molney's solution](#)

310.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[molney's solution](#)

311.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[molney's solution](#)

312.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[molney's solution](#)

313.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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314.

122A

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Quality: 149,827 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
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315.

58A

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Quality: 156,018 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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316.

69A

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Quality: 202,414 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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317.

118A

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318.

1A

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319.

1942B

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320.

1863C

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321.

1863B

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322.

1842B

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323.

1839B

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324.

1788B

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325.

1731B

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326.

1741C

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327.

1706B

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328.

1703D

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329.

1702C

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330.

1686C

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Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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331.

1682B

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Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
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332.

1676E

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333.

1670B

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334.

1675C

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335.

1673B

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336.

1672C

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337.

1669F

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338.

1669D

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339.

1579B

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340.

1616B

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341.

1594B

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342.

1593D1

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343.

1604B

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344.

1602B

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345.

1618C

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1623B

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347.

1624C

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348.

1656B

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349.

1625B

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350.

1626B

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1631B

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352.

1638B

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353.

1637B

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354.

1401B

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355.

1333B

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358.

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359.

1108B

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Quality: 19,865 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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361.

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362.

463B

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363.

651A

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1213B

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366.

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1324C

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1360C

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372.

158B

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373.

1633C

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1609B

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349A

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378.

478A

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1366A

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1409B

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467B

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382.

1327A

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383.

706B

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1335C

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385.

368B

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386.

313B

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387.

519B

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388.

456A

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389.

363B

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390.

270A

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391.

1909B

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392.

1903B

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393.

1870B

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394.

1763B

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395.

1703E

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396.

1694B

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397.

1681C

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398.

1406B

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399.

1679B

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400.

1674D

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401.

1671C

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Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
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402.

1669G

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403.

1669E

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404.

1581B

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405.

1592B

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[molney's solution](#)

406.

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[molney's solution](#)

407.

1608B

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408.

1582C

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409.

1619C

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[molney's solution](#)

410.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

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411.

1642C

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Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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412.

1657C

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Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[molney's solution](#)

413.

1637C

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Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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414.

1647B

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415.

1650C

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416.

1635C

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417.

1433D

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418.

1454C

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419.

1371B

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420.

1537C

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421.

1541B

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422.

1272C

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423.

1472D

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424.

1364A

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425.

1369B

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426.

1294B

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427.

1409C

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428.

445A

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429.

1334A

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430.

977C

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431.

1355B

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432.

1385C

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433.

514A

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434.

1352B

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435.

1363A

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436.

1613C

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437.

1032B

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438.

1227B

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439.

1006C

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440.

1355A

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441.

1339B

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442.

433B

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[molney's solution](#)

443.

1354B

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444.

1399C

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445.

1520D

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446.

459A

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447.

1328C

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448.

1343C

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449.

489B

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450.

474B

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Quality: 62,568 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
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451.

1352C

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452.

327A

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Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
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453.

466A

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[molney's solution](#)

454.

492B

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Quality: 90,208 global accepts · Rating: 1200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings
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455.

1583B

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Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
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456.

1942C1

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457.

1943A

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458.

1900C

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459.

1870C

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Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
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460.

1839C

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461.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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462.

1768C

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463.

1741D

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464.

1703F

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465.

1698C

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466.

1694C

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Rating: 1300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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467.

1676F

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Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[molney's solution](#)

468.

1676G

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Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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469.

1675D

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Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
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470.

1669H

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Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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471.

1668C

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Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[molney's solution](#)

472.

1659B

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Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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473.

1661B

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474.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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475.

1612C

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476.

1604C

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477.

1602C

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478.

1617C

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479.

1627B

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480.

1638C

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481.

1649B

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482.

1650D

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483.

1647C

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484.

893C

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485.

1555C

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Quality: 24,087 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
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486.

1433E

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Quality: 19,854 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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487.

1203C

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488.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
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489.

1454D

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Quality: 22,159 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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490.

1364B

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Quality: 26,190 global accepts · Rating: 1300 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

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491.

1373C

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[molney's solution](#)

492.

1285B

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[molney's solution](#)

493.

1470A

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494.

1366B

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Quality: 27,965 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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495.

519C

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[molney's solution](#)

496.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[molney's solution](#)

497.

1352D

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Quality: 29,859 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[molney's solution](#)

498.

478B

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Quality: 41,269 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[molney's solution](#)

499.

459B

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Quality: 47,503 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, sortings

[molney's solution](#)

500.

1381A1

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Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[molney's solution](#)

501.

1371C

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Quality: 21,370 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[molney's solution](#)

502.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,186 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[molney's solution](#)

503.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[molney's solution](#)

504.

1538C

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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[molney's solution](#)

505.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[molney's solution](#)

506.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[molney's solution](#)

507.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation, trees

[molney's solution](#)

508.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[molney's solution](#)

509.

276B

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Quality: 32,111 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[molney's solution](#)

510.

1367C

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Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[molney's solution](#)

511.

1360E

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Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
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512.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[molney's solution](#)

513.

1365B

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Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[molney's solution](#)

514.

476B

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Quality: 37,037 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[molney's solution](#)

515.

1294C

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

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
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516.

1360D

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Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[molney's solution](#)

517.

1335D

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Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[molney's solution](#)

518.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[molney's solution](#)

519.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[molney's solution](#)

520.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[molney's solution](#)

521.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory
[molney's solution](#)

522.

4C

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Quality: 108,196 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation
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523.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[molney's solution](#)

524.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
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525.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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526.

1896C

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Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
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527.

1893A

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Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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528.

1895C

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Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
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529.

1866B

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Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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530.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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531.

1284B

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532.

1847C

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

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[molney's solution](#)

533.

1740C

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534.

1706C

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

535.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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536.

1701C

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537.

1682C

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Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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538.

1684C

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Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[molney's solution](#)

539.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[molney's solution](#)

540.

1676H1

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Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[molney's solution](#)

541.

1670C

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Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[molney's solution](#)

542.

1605C

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

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[molney's solution](#)

543.

1624D

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Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[molney's solution](#)

544.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[molney's solution](#)

545.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[molney's solution](#)

546.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[molney's solution](#)

547.

1644C

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[molney's solution](#)

548.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[molney's solution](#)

549.

1634B

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550.

977D

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551.

1354C1

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552.

1362C

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Quality: 23,713 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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553.

1332B

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Quality: 18,956 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[molney's solution](#)

554.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[molney's solution](#)

555.

1475C

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556.

414B

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557.

1350B

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[molney's solution](#)

558.

1285C

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559.

1375C

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560.

1526B

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561.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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562.

1348B

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563.

748C

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564.

1201C

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565.

1312C

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566.

1320A

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567.

1520E

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568.

546C

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569.

1393B

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570.

277A

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571.

1506D

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572.

1355D

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573.

538B

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574.

401C

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575.

514B

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576.

1374D

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577.

1365C

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578.

1370C

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579.

1324D

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580.

507B

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581.

515C

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582.

279B

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583.

489C

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584.

1195C

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585.

520B

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586.

698A

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587.

479C

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588.

1924A

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589.

1842C

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590.

1789C

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591.

1795C

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592.

1767D

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593.

1740D

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594.

1690E

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595.

1676H2

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596.

1675E

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[molney's solution](#)

597.

1673C

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598.

1579C

[Ticks](#) · [Tutorial](#)

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599.

1616C

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600.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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601.

1611D

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602.

1646C

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[molney's solution](#)

603.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[molney's solution](#)

604.

1651C

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[molney's solution](#)

605.

1409D

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[molney's solution](#)

606.

1542B

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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[molney's solution](#)

607.

1486B

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Quality: 20,485 global accepts · Rating: 1500 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[molney's solution](#)

608.

748B

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[molney's solution](#)

609.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[molney's solution](#)

610.

1332C

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Quality: 20,864 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[molney's solution](#)

611.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[molney's solution](#)

612.

1352E

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Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[molney's solution](#)

613.

1400C

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Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

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614.

1399D

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Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[molney's solution](#)

615.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[molney's solution](#)

616.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

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617.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[molney's solution](#)

618.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[molney's solution](#)

619.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[molney's solution](#)

620.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[molney's solution](#)

621.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[molney's solution](#)

622.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[molney's solution](#)

623.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[molney's solution](#)

624.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[molney's solution](#)

625.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[molney's solution](#)

626.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[molney's solution](#)

627.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp
[molney's solution](#)

628.

1702E

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

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[molney's solution](#)

629.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[molney's solution](#)

630.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two

pointers

[molney's solution](#)

631.

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[molney's solution](#)

632.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[molney's solution](#)

633.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[molney's solution](#)

634.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[molney's solution](#)

635.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[molney's solution](#)

636.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[molney's solution](#)

637.

1604D

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

Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[molney's solution](#)

638.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[molney's solution](#)

639.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[molney's solution](#)

640.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[molney's solution](#)

641.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[molney's solution](#)

642.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[molney's solution](#)

643.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[molney's solution](#)

644.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[molney's solution](#)

645.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[molney's solution](#)

646.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

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

647.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[molney's solution](#)

648.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[molney's solution](#)

649.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[molney's solution](#)

650.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[molney's solution](#)

651.

1706D1

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

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

[molney's solution](#)

652.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[molney's solution](#)

653.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[molney's solution](#)

654.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[molney's solution](#)

655.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[molney's solution](#)

656.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[molney's solution](#)

657.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[molney's solution](#)

658.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[molney's solution](#)

659.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[molney's solution](#)

660.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry,

greedy, implementation, math

[molney's solution](#)

661.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[molney's solution](#)

662.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[molney's solution](#)

663.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[molney's solution](#)

664.

1586C

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

Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[molney's solution](#)

665.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[molney's solution](#)

666.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[molney's solution](#)

667.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[molney's solution](#)

668.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[molney's solution](#)

669.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[molney's solution](#)

670.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[molney's solution](#)

671.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[molney's solution](#)

672.

1867D

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

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

[molney's solution](#)

673.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[molney's solution](#)

674.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[molney's solution](#)

675.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[molney's solution](#)

676.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[molney's solution](#)

677.

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[molney's solution](#)

678.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[molney's solution](#)

679.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[molney's solution](#)

680.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[molney's solution](#)

681.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[molney's solution](#)

682.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[molney's solution](#)

683.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[molney's solution](#)

684.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[molney's solution](#)

685.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

686.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[molney's solution](#)

687.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[molney's solution](#)

688.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[molney's solution](#)

689.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[molney's solution](#)

690.

1702G1

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

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[molney's solution](#)

691.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[molney's solution](#)

692.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-10 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[molney's solution](#)

693.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[molney's solution](#)

694.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[molney's solution](#)

695.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[molney's solution](#)

696.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[molney's solution](#)

697.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[molney's solution](#)

698.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[molney's solution](#)

699.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[molney's solution](#)

700.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[molney's solution](#)

701.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[molney's solution](#)

702.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[molney's solution](#)

703.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[molney's solution](#)

704.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[molney's solution](#)

705.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[molney's solution](#)

706.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[molney's solution](#)

707.

1894E

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

Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[molney's solution](#)

708.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[molney's solution](#)

709.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[molney's solution](#)

710.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[molney's solution](#)

711.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[molney's solution](#)

712.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[molney's solution](#)

713.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[molney's solution](#)

714.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[molney's solution](#)

715.

1702G2

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

Quality: 5,790 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[molney's solution](#)

716.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[molney's solution](#)

717.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[molney's solution](#)

718.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[molney's solution](#)

719.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[molney's solution](#)

720.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[molney's solution](#)

721.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[molney's solution](#)

722.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
[molney's solution](#)

723.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[molney's solution](#)

724.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings
[molney's solution](#)

725.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math
[molney's solution](#)

726.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[molney's solution](#)

727.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[molney's solution](#)

728.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[molney's solution](#)

729.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[molney's solution](#)

730.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[molney's solution](#)

731.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[molney's solution](#)

732.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[molney's solution](#)

733.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[molney's solution](#)

734.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[molney's solution](#)

735.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[molney's solution](#)

736.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[molney's solution](#)

737.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[molney's solution](#)

738.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[molney's solution](#)

739.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[molney's solution](#)

740.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[molney's solution](#)

741.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[molney's solution](#)

742.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[molney's solution](#)

743.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[molney's solution](#)

744.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[molney's solution](#)

745.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[molney's solution](#)

746.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[molney's solution](#)

747.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[molney's solution](#)

748.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[molney's solution](#)

749.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[molney's solution](#)

750.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[molney's solution](#)

751.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[molney's solution](#)

752.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[molney's solution](#)

753.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

754.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[molney's solution](#)

755.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[molney's solution](#)

756.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[molney's solution](#)

757.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[molney's solution](#)

758.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[molney's solution](#)

759.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[molney's solution](#)

760.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[molney's solution](#)

761.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[molney's solution](#)

762.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[molney's solution](#)

763.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[molney's solution](#)

764.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[molney's solution](#)

765.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[molney's solution](#)

766.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[molney's solution](#)

767.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[molney's solution](#)

768.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[molney's solution](#)

769.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[molney's solution](#)

770.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[molney's solution](#)

771.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[molney's solution](#)

772.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[molney's solution](#)

773.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[molney's solution](#)

774.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[molney's solution](#)

775.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2025-02-24 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[molney's solution](#)

776.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[molney's solution](#)

777.

105488B

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, !, @, #, \\$, %, ^, &, *, \(, \), ~, `](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

778.

105479C

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, !, @, #, \\$, %, ^, &, *, \(, \), ~, `](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

779.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

780.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

781.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

782.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

783.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

784.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

785.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

786.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

787.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

788.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

789.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

790.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

791.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

792.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

793.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

794.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

795.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

796.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

797.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

798.

105056C

[Viruses](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

799.

104453K

[B-00>D\\$0 C&>D ;CR 2D47C](#)

Rating: — · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

800.

100438E

[Old School Days](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[molney's solution](#)

801.

100534E

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

802.

104274E

[B C C D G L D B 8 C O > C A 5 D 0 D \\$ 5 C ' 5 D D > C O > C](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

803.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

804.

100957A

[B T O D j D O D : C](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

805.

104027K

[-öevöXf II](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

806.

101223B

[Fighting the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[molney's solution](#)

807.

1042916

[A > C O D C T @ C T = D d 8 D ö](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[molney's solution](#)

808.

104896A

[Plane stretching](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

809.

104896C

[Third grader's task](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

810.

104896B

[Integral Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

811.

104895C

[Strange sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

812.

1049493

[Table Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

813.

104730A

[A4@C;DÄ=C O Cö5D =Dö](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[molney's solution](#)

814.

104730H

[A10000t0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[molney's solution](#)

815.

103631B

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

816.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

817.

1024793

[A->D4@0 D @D4BC,=Cä9](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

818.

1024792

[A@Ct2D'HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

819.

1024791

[B 0Ct=CäAD\\$! Cä2C 4D 0D\\$>C](#)

Rating: — · first AC: 2021-12-16 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

820.

1029352

[B 0Ct=CäAD\\$! 5CÔ8CR BC 1C'8DdK](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[molney's solution](#)

821.

1024806

[A@Ct=CäAD\\$! @Cä2Cä0 D4GC AD\\$:C](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

822.

1020862

[A@Ct=CäAD\\$! 5Cä2C 4D 0D\\$K](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

823.

1020905

[A050tjACö@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

824.

1029366

[B18Dj0](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

825.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

826.

1020861

[AD20r18Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

827.

1024805

[AÄ00rAC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: —

[molney's solution](#)

828.

1029365

[A=005GÔ4C @DÂ =C C'LDD5 Bd5CÔBC 2D 0](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

829.

1029351

[AD20r18AD\\$0CÔ:C](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

830.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

831.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

832.

102811A

[A 20\\$xC CD =D'5 CäAD\\$0CÔ>C\\$:C€](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

833.

1033844

[AöCD\\$5D,,5D BC\\$8CR ?Cä 4CdCCÔ3C`OCA](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

834.

1033843

[A=00@CT9 C, ?Cä@D\\$0C`K](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

835.

1033842

[A0CDSACRÀ Dò ?Cä?D KC40C²](#)

Rating: — · first AC: 2021-11-01 · Python 3 (first AC) · Tags: —

[molney's solution](#)

836.

1033841

[A0D18CÔ:C 1C'NCDFC](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

837.

102906C

[AD80\\$8Ct8Cä=D°](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

838.

102906B

[A:5D80Ô8Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)

839.

102906A

[A0C1AD](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[molney's solution](#)