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# Unique solved — mujigae

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- 1.**  
2140A  
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2134A  
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2133B  
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2133A  
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2127A  
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- 6.**  
1428A  
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1773F  
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- 9.**  
1912L  
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**10.**

1776A

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**11.**

2065B

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**12.**

2065A

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**13.**

2063A

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**14.**

2043A

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2049A

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1764A

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**21.**

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**22.**

2031A

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2032A

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2035A

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2030A

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**27.**

2025A

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**29.**

1837A

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1845A

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1720B

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**32.**

1736A

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2020A

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**34.**

1778A

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2013A

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1789B

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1789A

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1806A

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1798A

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40.

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41.

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42.

1820A

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43.

1823A

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44.

1818A

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45.

1825A

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2007A

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47.

2003B

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48.

2003A

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49.

1699A

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50.

1705A

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51.

2004A

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52.

2002A

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53.

1993A

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54.

1991A

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55.

1995A

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56.

1748A

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57.

1758A

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58.

1775A1

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59.

1994A

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60.

1786A2

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61.

1786A1

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62.

1793A

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63.

1794A

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64.

1983A

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65.

1802A

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66.

1987A

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67.

1761A

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68.

1989A

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69.

1982A

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70.

1828A

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Quality: 25,343 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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71.

1754B

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Quality: 19,713 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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- 72.**  
1754A  
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Quality: 24,869 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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- 73.**  
1816A  
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- 74.**  
1831A  
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- 75.**  
1838A  
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- 76.**  
1839A  
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- 77.**  
1834A  
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- 78.**  
1836A  
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1984A  
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- 80.**  
1688B  
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- 81.**  
1688A  
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1979A  
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**83.**

1981A

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**84.**

1905A

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**85.**

1976A

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**86.**

1841A

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**87.**

1673A

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**88.**

1670A

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**89.**

1977A

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**90.**

1853A

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**91.**

1896A

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**92.**

1929A

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**93.**

1929B

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**94.**

1855A

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**95.**

1856A

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**96.**

1937A

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**97.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**98.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[mujigae's solution](#)

**99.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[mujigae's solution](#)

**100.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

**101.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

**102.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[mujigae's solution](#)

**103.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mujigae's solution](#)

**104.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

[mujigae's solution](#)

**105.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[mujigae's solution](#)

**106.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[mujigae's solution](#)

**107.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mujigae's solution](#)

**108.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mujigae's solution](#)

**109.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mujigae's solution](#)

**110.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[mujigae's solution](#)

**111.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**112.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,357 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[mujigae's solution](#)

**113.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[mujigae's solution](#)

**114.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[mujigae's solution](#)

**115.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[mujigae's solution](#)

**116.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**117.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[mujigae's solution](#)

**118.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mujigae's solution](#)

**119.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[mujigae's solution](#)

**120.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

**121.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mujigae's solution](#)

**122.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[mujigae's solution](#)

**123.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[mujigae's solution](#)

**124.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[mujigae's solution](#)

**125.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[mujigae's solution](#)

**126.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[mujigae's solution](#)

**127.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[mujigae's solution](#)

**128.**

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[mujigae's solution](#)

**129.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,696 global accepts · Rating: 800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[mujigae's solution](#)

**130.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[mujigae's solution](#)

**131.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[mujigae's solution](#)

**132.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[mujigae's solution](#)

**133.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[mujigae's solution](#)

**134.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[mujigae's solution](#)

**135.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[mujigae's solution](#)

**136.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mujigae's solution](#)

**137.**

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mujigae's solution](#)

**138.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**139.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mujigae's solution](#)

**140.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**141.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**142.**

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[mujigae's solution](#)

**143.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[mujigae's solution](#)

**144.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mujigae's solution](#)

**145.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mujigae's solution](#)

**146.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[mujigae's solution](#)

**147.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[mujigae's solution](#)

**148.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[mujigae's solution](#)

**149.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**150.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings  
[mujigae's solution](#)

**151.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[mujigae's solution](#)

**152.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[mujigae's solution](#)

**153.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[mujigae's solution](#)

**154.**

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[mujigae's solution](#)

**155.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[mujigae's solution](#)

**156.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**157.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

**158.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[mujigae's solution](#)

**159.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**160.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[mujigae's solution](#)

**161.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[mujigae's solution](#)

**162.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[mujigae's solution](#)

**163.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[mujigae's solution](#)

**164.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mujigae's solution](#)

**165.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[mujigae's solution](#)

**166.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,082 global accepts · Rating: 900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**167.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[mujigae's solution](#)

**168.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**169.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[mujigae's solution](#)

**170.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[mujigae's solution](#)

**171.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[mujigae's solution](#)

**172.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[mujigae's solution](#)

**173.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[mujigae's solution](#)

**174.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[mujigae's solution](#)

**175.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[mujigae's solution](#)

**176.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**177.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[mujigae's solution](#)

**178.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[mujigae's solution](#)

**179.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[mujigae's solution](#)

**180.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[mujigae's solution](#)

**181.**

1786C

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

Rating: 1000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[mujigae's solution](#)

**182.**

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[mujigae's solution](#)

**183.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[mujigae's solution](#)

**184.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[mujigae's solution](#)

**185.**

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**186.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**187.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[mujigae's solution](#)

**188.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[mujigae's solution](#)

**189.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[mujigae's solution](#)

**190.**

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mujigae's solution](#)

**191.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mujigae's solution](#)

**192.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mujigae's solution](#)

**193.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**194.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[mujigae's solution](#)

**195.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**196.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**197.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mujigae's solution](#)

**198.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[mujigae's solution](#)

**199.**

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[mujigae's solution](#)

**200.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy  
[mujigae's solution](#)

**201.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[mujigae's solution](#)

**202.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[mujigae's solution](#)

**203.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[mujigae's solution](#)

**204.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy  
[mujigae's solution](#)

**205.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[mujigae's solution](#)

**206.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: math, strings, two pointers  
[mujigae's solution](#)

**207.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[mujigae's solution](#)

**208.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[mujigae's solution](#)

**209.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[mujigae's solution](#)

**210.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[mujigae's solution](#)

## 211.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mujigae's solution](#)

## 212.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

## 213.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, sortings

[mujigae's solution](#)

## 214.

1826B

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

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

## 215.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

## 216.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mujigae's solution](#)

## 217.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mujigae's solution](#)

## 218.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mujigae's solution](#)

## 219.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

## 220.

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[mujigae's solution](#)

**221.**

1673B

[A Perfectly Balanced String? · Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[mujigae's solution](#)

**222.**

1670B

[Dorms War · Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[mujigae's solution](#)

**223.**

1977B

[Binary Colouring · Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[mujigae's solution](#)

**224.**

1902B

[Getting Points · Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[mujigae's solution](#)

**225.**

1863C

[MEX Repetition · Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[mujigae's solution](#)

**226.**

1863B

[Split Sort · Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[mujigae's solution](#)

**227.**

1869B

[2D Traveling · Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[mujigae's solution](#)

**228.**

1867B

[XOR Palindromes · Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[mujigae's solution](#)

**229.**

1966B

[Rectangle Filling · Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[mujigae's solution](#)

**230.**

1948B

[Array Fix · Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[mujigae's solution](#)

**231.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[mujigae's solution](#)

**232.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[mujigae's solution](#)

**233.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[mujigae's solution](#)

**234.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[mujigae's solution](#)

**235.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

**236.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[mujigae's solution](#)

**237.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[mujigae's solution](#)

**238.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[mujigae's solution](#)

**239.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · Python 3 (first AC) · Tags: greedy, math

[mujigae's solution](#)

**240.**

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[mujigae's solution](#)

**241.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mujigae's solution](#)

**242.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[mujigae's solution](#)

**243.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[mujigae's solution](#)

**244.**

2047C

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

Rating: 1200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[mujigae's solution](#)

**245.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mujigae's solution](#)

**246.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[mujigae's solution](#)

**247.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

**248.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**249.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[mujigae's solution](#)

**250.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mujigae's solution](#)

**251.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[mujigae's solution](#)

**252.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[mujigae's solution](#)

**253.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[mujigae's solution](#)

**254.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[mujigae's solution](#)

**255.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[mujigae's solution](#)

**256.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[mujigae's solution](#)

**257.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[mujigae's solution](#)

**258.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[mujigae's solution](#)

**259.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings  
[mujigae's solution](#)

**260.**

1848B

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

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[mujigae's solution](#)

**261.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[mujigae's solution](#)

**262.**

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[mujigae's solution](#)

**263.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[mujigae's solution](#)

**264.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[mujigae's solution](#)

**265.**

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[mujigae's solution](#)

**266.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[mujigae's solution](#)

**267.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**268.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math

[mujigae's solution](#)

**269.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[mujigae's solution](#)

**270.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mujigae's solution](#)

**271.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[mujigae's solution](#)

**272.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**273.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[mujigae's solution](#)

**274.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[mujigae's solution](#)

**275.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mujigae's solution](#)

**276.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[mujigae's solution](#)

**277.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**278.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[mujigae's solution](#)

**279.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[mujigae's solution](#)

**280.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[mujigae's solution](#)

**281.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mujigae's solution](#)

**282.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[mujigae's solution](#)

**283.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[mujigae's solution](#)

**284.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[mujigae's solution](#)

**285.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[mujigae's solution](#)

**286.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mujigae's solution](#)

**287.**

1820C

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

Rating: 1300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**288.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mujigae's solution](#)

**289.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mujigae's solution](#)

**290.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[mujigae's solution](#)

**291.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mujigae's solution](#)

**292.**

1786B

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

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
[mujigae's solution](#)

**293.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[mujigae's solution](#)

**294.**

1754C1

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

Rating: 1300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[mujigae's solution](#)

**295.**

1816C

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

Rating: 1300 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[mujigae's solution](#)

**296.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[mujigae's solution](#)

**297.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[mujigae's solution](#)

**298.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[mujigae's solution](#)

**299.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[mujigae's solution](#)

**300.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[mujigae's solution](#)

**301.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[mujigae's solution](#)

**302.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[mujigae's solution](#)

**303.**

1869C

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

Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

**304.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[mujigae's solution](#)

**305.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[mujigae's solution](#)

**306.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[mujigae's solution](#)

**307.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[mujigae's solution](#)

**308.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[mujigae's solution](#)

**309.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[mujigae's solution](#)

**310.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[mujigae's solution](#)

**311.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mujigae's solution](#)

**312.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[mujigae's solution](#)

**313.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[mujigae's solution](#)

**314.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[mujigae's solution](#)

**315.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[mujigae's solution](#)

**316.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[mujigae's solution](#)

**317.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy  
[mujigae's solution](#)

**318.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[mujigae's solution](#)

**319.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers  
[mujigae's solution](#)

**320.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings  
[mujigae's solution](#)

**321.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[mujigae's solution](#)

**322.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers  
[mujigae's solution](#)

**323.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[mujigae's solution](#)

**324.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**325.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[mujigae's solution](#)

**326.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[mujigae's solution](#)

**327.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[mujigae's solution](#)

**328.**

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, math

[mujigae's solution](#)

**329.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mujigae's solution](#)

**330.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[mujigae's solution](#)

**331.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mujigae's solution](#)

**332.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[mujigae's solution](#)

**333.**

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[mujigae's solution](#)

**334.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[mujigae's solution](#)

**335.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[mujigae's solution](#)

**336.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[mujigae's solution](#)

**337.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[mujigae's solution](#)

**338.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[mujigae's solution](#)

**339.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[mujigae's solution](#)

**340.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[mujigae's solution](#)

**341.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[mujigae's solution](#)

**342.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[mujigae's solution](#)

**343.**

1855C1

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

Rating: 1400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mujigae's solution](#)

**344.**

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy

[mujigae's solution](#)

**345.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**346.**

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mujigae's solution](#)

**347.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[mujigae's solution](#)

**348.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[mujigae's solution](#)

**349.**

1888D1

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

Rating: 1400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[mujigae's solution](#)

**350.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[mujigae's solution](#)

**351.**

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[mujigae's solution](#)

**352.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[mujigae's solution](#)

**353.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, sortings, two pointers

[mujigae's solution](#)

**354.**

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mujigae's solution](#)

**355.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mujigae's solution](#)

**356.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[mujigae's solution](#)

**357.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[mujigae's solution](#)

**358.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[mujigae's solution](#)

**359.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[mujigae's solution](#)

**360.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[mujigae's solution](#)

**361.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[mujigae's solution](#)

**362.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**363.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mujigae's solution](#)

**364.**

1754C2

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

Rating: 1500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[mujigae's solution](#)

**365.**

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[mujigae's solution](#)

**366.**

1858B

[The Walkway · Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mujigae's solution](#)

**367.**

1882C

[Card Game · Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[mujigae's solution](#)

**368.**

1877D

[Effects of Anti Pimples · Tutorial](#)

Rating: 1500 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[mujigae's solution](#)

**369.**

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[mujigae's solution](#)

**370.**

2125D

[Segments Covering · Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[mujigae's solution](#)

**371.**

2047D

[Move Back at a Cost · Tutorial](#)

Rating: 1600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[mujigae's solution](#)

**372.**

1938H

[Pho Restaurant · Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mujigae's solution](#)

**373.**

2065E

[Skibidus and Rizz · Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[mujigae's solution](#)

**374.**

2063C

[Remove Exactly Two · Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[mujigae's solution](#)

**375.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[mujigae's solution](#)

**376.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[mujigae's solution](#)

**377.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[mujigae's solution](#)

**378.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[mujigae's solution](#)

**379.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, strings

[mujigae's solution](#)

**380.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[mujigae's solution](#)

**381.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mujigae's solution](#)

**382.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[mujigae's solution](#)

**383.**

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mujigae's solution](#)

**384.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[mujigae's solution](#)

**385.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers  
[mujigae's solution](#)

**386.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[mujigae's solution](#)

**387.**

1754D

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

Rating: 1600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math  
[mujigae's solution](#)

**388.**

1688D

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

Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[mujigae's solution](#)

**389.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[mujigae's solution](#)

**390.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[mujigae's solution](#)

**391.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[mujigae's solution](#)

**392.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[mujigae's solution](#)

**393.**

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[mujigae's solution](#)

**394.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[mujigae's solution](#)

**395.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[mujigae's solution](#)

**396.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[mujigae's solution](#)

**397.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[mujigae's solution](#)

**398.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[mujigae's solution](#)

**399.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mujigae's solution](#)

**400.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mujigae's solution](#)

**401.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[mujigae's solution](#)

**402.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[mujigae's solution](#)

**403.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[mujigae's solution](#)

**404.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[mujigae's solution](#)

**405.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mujigae's solution](#)

**406.**

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[mujigae's solution](#)

**407.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[mujigae's solution](#)

**408.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[mujigae's solution](#)

**409.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[mujigae's solution](#)

**410.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[mujigae's solution](#)

**411.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[mujigae's solution](#)

**412.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[mujigae's solution](#)

**413.**

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[mujigae's solution](#)

**414.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[mujigae's solution](#)

**415.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[mujigae's solution](#)

**416.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[mujigae's solution](#)

**417.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[mujigae's solution](#)

**418.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[mujigae's solution](#)

**419.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[mujigae's solution](#)

**420.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[mujigae's solution](#)

**421.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[mujigae's solution](#)

**422.**

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mujigae's solution](#)

**423.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[mujigae's solution](#)

**424.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers  
[mujigae's solution](#)

**425.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[mujigae's solution](#)

**426.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, sortings  
[mujigae's solution](#)

**427.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers  
[mujigae's solution](#)

**428.**

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  
[mujigae's solution](#)

**429.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games  
[mujigae's solution](#)

**430.**

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[mujigae's solution](#)

**431.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[mujigae's solution](#)

**432.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry  
[mujigae's solution](#)

**433.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[mujigae's solution](#)

**434.**

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[mujigae's solution](#)

**435.**

2032D

[Genokraken](#) · [Tutorial](#)

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

[mujigae's solution](#)

**436.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[mujigae's solution](#)

**437.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[mujigae's solution](#)

**438.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mujigae's solution](#)

**439.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[mujigae's solution](#)

**440.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[mujigae's solution](#)

**441.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[mujigae's solution](#)

**442.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mujigae's solution](#)

**443.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[mujigae's solution](#)

**444.**

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[mujigae's solution](#)

**445.**

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[mujigae's solution](#)

**446.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[mujigae's solution](#)

**447.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[mujigae's solution](#)

**448.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[mujigae's solution](#)

**449.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mujigae's solution](#)

**450.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[mujigae's solution](#)

**451.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[mujigae's solution](#)

**452.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mujigae's solution](#)

**453.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[mujigae's solution](#)

**454.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[mujigae's solution](#)

**455.**

1859D

[Andrey and Escape from Copygrad · Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings  
[mujigae's solution](#)

**456.**

1861D

[Sorting By Multiplication · Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[mujigae's solution](#)

**457.**

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[mujigae's solution](#)

**458.**

1966D

[Missing Subsequence Sum · Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[mujigae's solution](#)

**459.**

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[mujigae's solution](#)

**460.**

1954D

[Colored Balls · Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings  
[mujigae's solution](#)

**461.**

1935C

[Messenger in MAC · Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings  
[mujigae's solution](#)

**462.**

1428D

[Bouncing Boomerangs · Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation  
[mujigae's solution](#)

**463.**

1773K

[King's Puzzle · Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[mujigae's solution](#)

**464.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[mujigae's solution](#)

**465.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mujigae's solution](#)

**466.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[mujigae's solution](#)

**467.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mujigae's solution](#)

**468.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[mujigae's solution](#)

**469.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**470.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[mujigae's solution](#)

**471.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[mujigae's solution](#)

**472.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[mujigae's solution](#)

**473.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[mujigae's solution](#)

**474.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[mujigae's solution](#)

**475.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[mujigae's solution](#)

**476.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[mujigae's solution](#)

**477.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mujigae's solution](#)

**478.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[mujigae's solution](#)

**479.**

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[mujigae's solution](#)

**480.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[mujigae's solution](#)

**481.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[mujigae's solution](#)

**482.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[mujigae's solution](#)

**483.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[mujigae's solution](#)

**484.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[mujigae's solution](#)

**485.**

1855C2

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

Rating: 1900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[mujigae's solution](#)

**486.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation  
[mujigae's solution](#)

**487.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings  
[mujigae's solution](#)

**488.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees  
[mujigae's solution](#)

**489.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math  
[mujigae's solution](#)

**490.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[mujigae's solution](#)

**491.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[mujigae's solution](#)

**492.**

1946D

[Birthday Gift](#) · [Tutorial](#)

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

**493.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[mujigae's solution](#)

**494.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[mujigae's solution](#)

**495.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[mujigae's solution](#)

**496.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**497.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mujigae's solution](#)

**498.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mujigae's solution](#)

**499.**

1828D1

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

Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[mujigae's solution](#)

**500.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[mujigae's solution](#)

**501.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[mujigae's solution](#)

**502.**

1831D

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

Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math

[mujigae's solution](#)

**503.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[mujigae's solution](#)

**504.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[mujigae's solution](#)

**505.**

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[mujigae's solution](#)

**506.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[mujigae's solution](#)

**507.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[mujigae's solution](#)

**508.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[mujigae's solution](#)

**509.**

1894E

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

Rating: 2000 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[mujigae's solution](#)

**510.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[mujigae's solution](#)

**511.**

1951E

[No Palindromes](#) · [Tutorial](#)

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

[mujigae's solution](#)

**512.**

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[mujigae's solution](#)

**513.**

1944D

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

Rating: 2000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[mujigae's solution](#)

**514.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[mujigae's solution](#)

**515.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[mujigae's solution](#)

**516.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mujigae's solution](#)

**517.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[mujigae's solution](#)

**518.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[mujigae's solution](#)

**519.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[mujigae's solution](#)

**520.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[mujigae's solution](#)

**521.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mujigae's solution](#)

**522.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[mujigae's solution](#)

**523.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, math, strings

[mujigae's solution](#)

**524.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[mujigae's solution](#)

**525.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mujigae's solution](#)

**526.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[mujigae's solution](#)

**527.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[mujigae's solution](#)

**528.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[mujigae's solution](#)

**529.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[mujigae's solution](#)

**530.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

**531.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[mujigae's solution](#)

**532.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[mujigae's solution](#)

**533.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

sortings

[mujigae's solution](#)

**534.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive  
[mujigae's solution](#)

**535.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[mujigae's solution](#)

**536.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[mujigae's solution](#)

**537.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[mujigae's solution](#)

**538.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[mujigae's solution](#)

**539.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[mujigae's solution](#)

**540.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[mujigae's solution](#)

**541.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2025-04-04 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[mujigae's solution](#)

**542.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees  
[mujigae's solution](#)

**543.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mujigae's solution](#)

**544.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[mujigae's solution](#)

**545.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[mujigae's solution](#)

**546.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

[mujigae's solution](#)

**547.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[mujigae's solution](#)

**548.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mujigae's solution](#)

**549.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[mujigae's solution](#)

**550.**

1972D2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mujigae's solution](#)

**551.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[mujigae's solution](#)

**552.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[mujigae's solution](#)

**553.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**554.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mujigae's solution](#)

**555.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[mujigae's solution](#)

**556.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[mujigae's solution](#)

**557.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[mujigae's solution](#)

**558.**

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[mujigae's solution](#)

**559.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[mujigae's solution](#)

**560.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[mujigae's solution](#)

**561.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[mujigae's solution](#)

**562.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[mujigae's solution](#)

**563.**

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[mujigae's solution](#)

**564.**

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mujigae's solution](#)

**565.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[mujigae's solution](#)

**566.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[mujigae's solution](#)

**567.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mujigae's solution](#)

**568.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**569.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**570.**

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[mujigae's solution](#)

**571.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[mujigae's solution](#)

**572.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[mujigae's solution](#)

**573.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[mujigae's solution](#)

**574.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, interactive, sortings

[mujigae's solution](#)

**575.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[mujigae's solution](#)

**576.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[mujigae's solution](#)

**577.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[mujigae's solution](#)

**578.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[mujigae's solution](#)

**579.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[mujigae's solution](#)

**580.**

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[mujigae's solution](#)

**581.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[mujigae's solution](#)

**582.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[mujigae's solution](#)

**583.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[mujigae's solution](#)

**584.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[mujigae's solution](#)

**585.**

1818F

[Toy Machine](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[mujigae's solution](#)

**586.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**587.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**588.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**589.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**590.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**591.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**592.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**593.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**594.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mujigae's solution](#)

**595.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**596.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**597.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**598.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**599.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**600.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**601.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**602.**

104064G

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

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**603.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**604.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**605.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**606.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**607.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**608.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**609.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**610.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**611.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**612.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**613.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**614.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**615.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**616.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**617.**

104614B

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

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**618.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**619.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**620.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mujigae's solution](#)

**621.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**622.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**623.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mujigae's solution](#)

**624.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mujigae's solution](#)

**625.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**626.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**627.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · Python 3 (first AC) · Tags: —  
[mujigae's solution](#)

**628.**

105627K

[Monsters' Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · last AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**629.**

105627M

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

Rating: — · first AC: 2025-02-14 · last AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**630.**

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**631.**

105627G

[Jackson's House](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**632.**

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**633.**

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**634.**

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**635.**

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**636.**

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**637.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**638.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**639.**

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**640.**

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**641.**

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**642.**

104668C

[Clockwork Jjange](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mujigae's solution](#)

**643.**

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**644.**

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**645.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**646.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**647.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**648.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**649.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**650.**

103438A

[King of String Comparison](#) · Tutorial

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**651.**

104011K

[Kaleidoscopic Route](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**652.**

104011L

[Letters Q and F](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**653.**

104011B

[Boris and Berta](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**654.**

104011H

[Halfway There](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**655.**

104011M

[Multithreaded Program](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**656.**

104011A

[Anno Domini 2022](#) · Tutorial

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**657.**

104797I

[Regional development](#) · Tutorial

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**658.**

104797G

[Lines in a grid](#) · Tutorial

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**659.**

104797E

[Fishing](#) · Tutorial

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**660.**

104797A

[Airline](#) · Tutorial

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**661.**

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**662.**

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**663.**

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**664.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**665.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**666.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**667.**

104757E

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

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**668.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**669.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**670.**

104757A

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

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**671.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**672.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**673.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**674.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**675.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**676.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**677.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**678.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**679.**

105633I

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**680.**

105633K

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**681.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**682.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**683.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**684.**

105633A

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Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**685.**

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**686.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**687.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**688.**

104012M

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Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**689.**

104012F

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Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**690.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**691.**

104012E

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Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**692.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**693.**

104012C

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Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**694.**

104012N

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Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**695.**

104012A

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**696.**

104871H

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Rating: — · first AC: 2025-01-14 · last AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**697.**

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**698.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**699.**

104871E

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Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**700.**

104871B

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Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**701.**

105562H

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Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**702.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**703.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**704.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**705.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**706.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**707.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**708.**

105562E

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

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[mujigae's solution](#)

**709.**

105562A

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

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**710.**

104772C

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Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**711.**

104772F

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**712.**

104772I

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**713.**

104772E

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**714.**

104772J

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**715.**

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[Game of Nim](#) · [Tutorial](#)

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**716.**

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**717.**

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**718.**

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[Missing Vowels](#) · [Tutorial](#)

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**719.**

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**720.**

102465F

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**721.**

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**722.**

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**723.**

102465B

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**724.**

102465D

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**725.**

102465A

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**726.**

103081F

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**727.**

103081I

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Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**728.**

103081D

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**729.**

103081K

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**730.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**731.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**732.**

103081A

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Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**733.**

105537D

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**734.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**735.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**736.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**737.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**738.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**739.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**740.**

105505G

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**741.**

105505E

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**742.**

105505K

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**743.**

105505J

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**744.**

105505F

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**745.**

105505A

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**746.**

102082K

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**747.**

102082G

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**748.**

102082F

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**749.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

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**750.**

102082B

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

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**751.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

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**752.**

105492D

[Disgruntled Diner](#) · [Tutorial](#)

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**753.**

105492L

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**754.**

105492C

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**755.**

105492M

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Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**756.**

105492B

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**757.**

105492K

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**758.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**759.**

105492E

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**760.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**761.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**762.**

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · PyPy 3 (first AC) · Tags: —  
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**763.**

105492J

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**764.**

105461G

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**765.**

105461K

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Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**766.**

105461H

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Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**767.**

105461F

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Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mujigae's solution](#)

**768.**

105461D

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Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**769.**

105461B

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[mujigae's solution](#)

**770.**

105461J

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Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**771.**

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mujigae's solution](#)

**772.**

105461E

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**773.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**774.**

104869J

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**775.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**776.**

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**777.**

105444K

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**778.**

105444F

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**779.**

105444D

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**780.**

105444J

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Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**781.**

105444A

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Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**782.**

105444G

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Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

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**783.**

105444C

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Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**784.**

105444M

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**785.**

104020E

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Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**786.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**787.**

104020D

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Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**788.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**789.**

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**790.**

104020K

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

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**791.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**792.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**793.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**794.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**795.**

104873I

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Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**796.**

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**797.**

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**798.**

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**799.**

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**800.**

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mujigae's solution](#)

**801.**

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · Python 3 (first AC) · Tags: —  
[mujigae's solution](#)

**802.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**803.**

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**804.**

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**805.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**806.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**807.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**808.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**809.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**810.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**811.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**812.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**813.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mujigae's solution](#)

**814.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**815.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**816.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**817.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**818.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**819.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**820.**

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**821.**

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**822.**

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · PyPy 3 (first AC) · Tags: —  
[mujigae's solution](#)

**823.**

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**824.**

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**825.**

105427C

[Converting Romans](#) · [Tutorial](#)

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

**826.**

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**827.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: —  
[mujigae's solution](#)

**828.**

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · last AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**829.**

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mujigae's solution](#)

**830.**

103990D

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

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mujigae's solution](#)

**831.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**832.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**833.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · last AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**834.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**835.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**836.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**837.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**838.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**839.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · Python 3 (first AC) · Tags: —  
[mujigae's solution](#)

**840.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · Python 3 (first AC) · Tags: —  
[mujigae's solution](#)

**841.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**842.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**843.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**844.**

104686E

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Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**845.**

104017B

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Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**846.**

104017H

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Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**847.**

104017E

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Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**848.**

104017L

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Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**849.**

104017D

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Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**850.**

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**851.**

104017J

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**852.**

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**853.**

102001F

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102001J

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**855.**

102001G

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**856.**

102001H

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**857.**

102001D

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**858.**

102001L

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**859.**

102001A

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Rating: — · first AC: 2024-09-15 · Python 3 (first AC) · Tags: —

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**860.**

102001I

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Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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**861.**

104713J

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Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**862.**

104713E

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Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**863.**

104713I

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Rating: — · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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**864.**

104713D

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Rating: — · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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**865.**

104713F

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**866.**

104849G

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**867.**

104849E

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Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**868.**

104849F

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Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**869.**

104849D

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Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**870.**

104849B

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**871.**

104849A

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Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**872.**

104875E

[ETA](#) · [Tutorial](#)

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**873.**

104875J

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**874.**

104875D

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**875.**

104875C

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Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**876.**

104875B

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**877.**

104875I

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**878.**

104172L

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Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**879.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mujigae's solution](#)

**880.**

102501G

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**881.**

102501J

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**882.**

102501K

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Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**883.**

102501A

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Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**884.**

102501C

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Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**885.**

102501F

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**886.**

102501B

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Rating: — · first AC: 2024-07-17 · PyPy 3 (first AC) · Tags: —  
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**887.**

102501I

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**888.**

104172B

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Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**889.**

104172H

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Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**890.**

104172A

[TreeScript](#) · [Tutorial](#)

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**891.**

104172K

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**892.**

105053E

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**893.**

105053G

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Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**894.**

105053F

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**895.**

105053D

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**896.**

105053K

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**897.**

105053L

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102051H

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