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Unique solved — nik.danilov

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

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Filters: none

Count: 735

1.

2200A

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2.

2207A

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3.

2197A

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4.

2189A

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5.

2163A

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6.

2164A

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7.

2161A

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8.

2152A

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9.

2144A

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algorithms, math, number theory

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10.

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11.

2044B

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12.

2044A

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13.

2059A

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14.

2063A

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15.

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16.

2056A

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2055A

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2022A

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19.

9A

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20.

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21.

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25.

1901A

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26.

1957A

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27.

1956B

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28.

1956A

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30.

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32.

1703A

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33.

1742A

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34.

1931B

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35.

1929B

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36.

1929A

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1925A

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41.

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1913A

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43.

1859A

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44.

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45.

1884A

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46.

1902A

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47.

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48.

1898A

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49.

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52.

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54.

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56.

1766A

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1795A

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58.

1758A

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59.

1678B1

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1855A

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64.

1842A

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65.

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66.

1843A

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69.

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70.

1822A

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1711A

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72.

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73.

1582A

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74.

1658A

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75.

1774A

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76.

1487A

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1809A

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81.

1768A

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82.

1749A

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83.

1731A

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84.

1764A

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85.

1760B

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86.

1760A

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87.

1761A

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88.

1433A

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89.

32B

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90.

381A

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91.

1740B

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92.

1713A

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93.

1744B

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94.

1744A

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1746B

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96.

1746A

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97.

1741B

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98.

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99.

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100.

1730A

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1728B

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102.

1728A

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1566B

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1323A

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108.

1598A

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1520A

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703A

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112.

1367B

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113.

1560A

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115.

1374A

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116.

1633A

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1512A

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118.

151A

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1701B

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121.

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1696A

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125.

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126.

1695A

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128.

181A

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129.

900A

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130.

1642A

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131.

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1697A

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1690C

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136.

1690A

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139.

1684A

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140.

1682A

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1681B

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1691A

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144.

1686A

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490A

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758A

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150.

1676B

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151.

1676A

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152.

1675A

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153.

202A

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154.

1566A

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155.

1611B

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156.

1343B

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157.

1367A

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472A

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1650A

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160.

723A

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1409A

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162.

1154A

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163.

1399A

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164.

732A

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165.

427A

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166.

1674B

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167.

1674A

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168.

1658B

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169.

1673A

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170.

755A

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171.

939A

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172.

32A

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173.

1549B

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174.

1632A

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175.

1649A

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176.

1669C

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177.

1669B

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178.

1669A

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179.

1672B

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180.

1672A

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181.

822A

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182.

1594A

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183.

1671A

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184.

1654A

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185.

1556A

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186.

1624A

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187.

1668A

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188.

431A

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189.

581A

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190.

750A

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191.

155A

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Quality: 93,678 global accepts · Rating: 800 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force
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192.

510A

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193.

1335A

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194.

785A

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195.

141A

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196.

268A

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197.

520A

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198.

443A

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199.

1328A

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200.

144A

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201.

148A

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Quality: 112,419 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
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202.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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203.

228A

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Quality: 139,835 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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204.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
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205.

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, number theory
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206.

1622A

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Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
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207.

1398A

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Quality: 28,791 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
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208.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
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209.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math
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210.

1660A

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211.

1539B

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212.

705A

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Quality: 132,124 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

213.

200B

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Quality: 148,446 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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214.

61A

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Quality: 136,230 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

215.

486A

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[nik.danilov's solution](#)

216.

344A

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Quality: 153,364 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

217.

1030A

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Quality: 171,497 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

218.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,560 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

219.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,973 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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220.

677A

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[nik.danilov's solution](#)

221.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force
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222.

734A

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Quality: 195,576 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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223.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

224.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,538 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

225.

266B

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[nik.danilov's solution](#)

226.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,580 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

227.

977A

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Quality: 217,537 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

228.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[nik.danilov's solution](#)

229.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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230.

1657A

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231.

617A

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232.

546A

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[nik.danilov's solution](#)

233.

791A

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234.

266A

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235.

236A

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236.

281A

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237.

339A

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Quality: 275,429 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings
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238.

112A

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Quality: 287,313 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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239.

263A

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Quality: 318,077 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

240.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,382 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

241.

50A

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Quality: 318,792 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

242.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
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243.

231A

[Team](#) · [Tutorial](#)

Quality: 430,363 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[nik.danilov's solution](#)

244.

71A

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

Quality: 503,377 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: strings
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245.

1180A

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246.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[nik.danilov's solution](#)

247.

1462B

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Quality: 29,176 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[nik.danilov's solution](#)

248.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[nik.danilov's solution](#)

249.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[nik.danilov's solution](#)

250.

702A

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Quality: 55,032 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[nik.danilov's solution](#)

251.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
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252.

1472B

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Quality: 59,852 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[nik.danilov's solution](#)

253.

996A

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Quality: 118,390 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[nik.danilov's solution](#)

254.

1620A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[nik.danilov's solution](#)

255.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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256.

4A

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Quality: 688,033 global accepts · Rating: 800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
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257.

1509A

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Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[nik.danilov's solution](#)

258.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · Python 3 (first AC) · Tags: implementation, math
[nik.danilov's solution](#)

259.

1619A

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260.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
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261.

1584A

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Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · Python 3 (first AC) · Tags: math
[nik.danilov's solution](#)

262.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

263.

1583A

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Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · Python 3 (first AC) · Tags: math, number theory
[nik.danilov's solution](#)

264.

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: implementation, math
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265.

1352A

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Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: implementation, math
[nik.danilov's solution](#)

266.

1223A

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267.

2102A

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Quality: 21,469 global accepts · Rating: 900 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[nik.danilov's solution](#)

268.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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269.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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270.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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271.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
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272.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[nik.danilov's solution](#)

273.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[nik.danilov's solution](#)

274.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[nik.danilov's solution](#)

275.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
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276.

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[nik.danilov's solution](#)

277.

1855B

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Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[nik.danilov's solution](#)

278.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[nik.danilov's solution](#)

279.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[nik.danilov's solution](#)

280.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

281.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

282.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[nik.danilov's solution](#)

283.

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, interactive
[nik.danilov's solution](#)

284.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

285.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

286.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[nik.danilov's solution](#)

287.

1696B

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

288.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[nik.danilov's solution](#)

289.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation
[nik.danilov's solution](#)

290.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry
[nik.danilov's solution](#)

291.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[nik.danilov's solution](#)

292.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[nik.danilov's solution](#)

293.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,711 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

294.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[nik.danilov's solution](#)

295.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[nik.danilov's solution](#)

296.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[nik.danilov's solution](#)

297.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[nik.danilov's solution](#)

298.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[nik.danilov's solution](#)

299.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[nik.danilov's solution](#)

300.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[nik.danilov's solution](#)

301.

313A

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

Quality: 65,053 global accepts · Rating: 900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[nik.danilov's solution](#)

302.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

303.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[nik.danilov's solution](#)

304.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation
[nik.danilov's solution](#)

305.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[nik.danilov's solution](#)

306.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[nik.danilov's solution](#)

307.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[nik.danilov's solution](#)

308.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[nik.danilov's solution](#)

309.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[nik.danilov's solution](#)

310.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: strings
[nik.danilov's solution](#)

311.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[nik.danilov's solution](#)

312.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[nik.danilov's solution](#)

313.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[nik.danilov's solution](#)

314.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[nik.danilov's solution](#)

315.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

316.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[nik.danilov's solution](#)

317.

96A

[Football](#) · [Tutorial](#)

Quality: 193,679 global accepts · Rating: 900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

318.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[nik.danilov's solution](#)

319.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[nik.danilov's solution](#)

320.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-14 · Python 3 (first AC) · Tags: greedy, math, sortings
[nik.danilov's solution](#)

321.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[nik.danilov's solution](#)

322.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[nik.danilov's solution](#)

323.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[nik.danilov's solution](#)

324.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[nik.danilov's solution](#)

325.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nik.danilov's solution](#)

326.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[nik.danilov's solution](#)

327.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nik.danilov's solution](#)

328.

1858C

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

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

[nik.danilov's solution](#)

329.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[nik.danilov's solution](#)

330.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

331.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[nik.danilov's solution](#)

332.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[nik.danilov's solution](#)

333.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[nik.danilov's solution](#)

334.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

335.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[nik.danilov's solution](#)

336.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[nik.danilov's solution](#)

337.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[nik.danilov's solution](#)

338.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[nik.danilov's solution](#)

339.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[nik.danilov's solution](#)

340.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[nik.danilov's solution](#)

341.

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[nik.danilov's solution](#)

342.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[nik.danilov's solution](#)

343.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[nik.danilov's solution](#)

344.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[nik.danilov's solution](#)

345.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[nik.danilov's solution](#)

346.

584A

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

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[nik.danilov's solution](#)

347.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: strings

[nik.danilov's solution](#)

348.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

349.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[nik.danilov's solution](#)

350.

1676D

[X-Sum](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

351.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[nik.danilov's solution](#)

352.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[nik.danilov's solution](#)

353.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[nik.danilov's solution](#)

354.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[nik.danilov's solution](#)

355.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[nik.danilov's solution](#)

356.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks
[nik.danilov's solution](#)

357.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
[nik.danilov's solution](#)

358.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

359.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[nik.danilov's solution](#)

360.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

361.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,297 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[nik.danilov's solution](#)

362.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,819 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[nik.danilov's solution](#)

363.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[nik.danilov's solution](#)

364.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,407 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[nik.danilov's solution](#)

365.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[nik.danilov's solution](#)

366.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[nik.danilov's solution](#)

367.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · Python 3 (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

368.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[nik.danilov's solution](#)

369.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: games, greedy
[nik.danilov's solution](#)

370.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: implementation
[nik.danilov's solution](#)

371.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: strings
[nik.danilov's solution](#)

372.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
[nik.danilov's solution](#)

373.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers
[nik.danilov's solution](#)

374.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[nik.danilov's solution](#)

375.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[nik.danilov's solution](#)

376.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[nik.danilov's solution](#)

377.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[nik.danilov's solution](#)

378.

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

[nik.danilov's solution](#)

379.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[nik.danilov's solution](#)

380.

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

[nik.danilov's solution](#)

381.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[nik.danilov's solution](#)

382.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[nik.danilov's solution](#)

383.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[nik.danilov's solution](#)

384.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[nik.danilov's solution](#)

385.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[nik.danilov's solution](#)

386.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[nik.danilov's solution](#)

387.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[nik.danilov's solution](#)

388.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[nik.danilov's solution](#)

389.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[nik.danilov's solution](#)

390.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[nik.danilov's solution](#)

391.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nik.danilov's solution](#)

392.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry
[nik.danilov's solution](#)

393.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[nik.danilov's solution](#)

394.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[nik.danilov's solution](#)

395.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings
[nik.danilov's solution](#)

396.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[nik.danilov's solution](#)

397.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[nik.danilov's solution](#)

398.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[nik.danilov's solution](#)

399.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[nik.danilov's solution](#)

400.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[nik.danilov's solution](#)

401.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[nik.danilov's solution](#)

402.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

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

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403.

1676E

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404.

1675C

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405.

706B

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406.

370A

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407.

1255B

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408.

1472C

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409.

158B

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410.

1669D

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411.

1672C

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412.

1594B

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413.

1509B

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414.

1288A

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415.

381B

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416.

2189B

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417.

2196A

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418.

2190A

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Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

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419.

2174A

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Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

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420.

2161C

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Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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421.

2062C

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Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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422.

1954B

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Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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423.

1954C

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424.

1935B

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Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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425.

1934B

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426.

1925B

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427.

1922B

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428.

1916C

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429.

1859C

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[nik.danilov's solution](#)

430.

1903B

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Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

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431.

1860B

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Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[nik.danilov's solution](#)

432.

1843D

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433.

1808B

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Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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434.

914B

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Quality: 9,065 global accepts · Rating: 1200 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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435.

1792B

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436.

1546B

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437.

1495A

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Quality: 17,878 global accepts · Rating: 1200 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

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438.

1730C

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439.

1694B

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Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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440.

1681C

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441.

1131C

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[nik.danilov's solution](#)

442.

1650C

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Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[nik.danilov's solution](#)

443.

474B

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Quality: 62,566 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

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444.

1674D

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Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[nik.danilov's solution](#)

445.

522A

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Quality: 18,830 global accepts · Rating: 1200 · first AC: 2022-04-30 · Python 3 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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446.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

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447.

1559C

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Quality: 22,817 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

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448.

217A

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Quality: 24,346 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

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449.

1327B

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Quality: 19,497 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

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450.

327A

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Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[nik.danilov's solution](#)

451.

489B

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Quality: 56,749 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[nik.danilov's solution](#)

452.

466A

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Quality: 77,032 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nik.danilov's solution](#)

453.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[nik.danilov's solution](#)

454.

1514B

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Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[nik.danilov's solution](#)

455.

1619C

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Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · Python 3 (first AC) · Tags: implementation

[nik.danilov's solution](#)

456.

1583B

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Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · Python 3 (first AC) · Tags: constructive algorithms, trees

[nik.danilov's solution](#)

457.

1354B

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Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-01-29 · last AC: 2021-01-29 · Python 3 (first AC) · Tags: binary search, dp, implementation, two pointers

[nik.danilov's solution](#)

458.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-01-20 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[nik.danilov's solution](#)

459.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-01-20 · Python 3 (first AC) · Tags: implementation, trees
[nik.danilov's solution](#)

460.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: implementation
[nik.danilov's solution](#)

461.

928A

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Quality: 3,594 global accepts · Rating: 1200 · first AC: 2021-01-16 · Python 3 (first AC) · Tags: *special, strings
[nik.danilov's solution](#)

462.

1352C

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Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: binary search, math
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463.

1352B

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[nik.danilov's solution](#)

464.

2201A1

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465.

2189C1

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Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[nik.danilov's solution](#)

466.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[nik.danilov's solution](#)

467.

2152B

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Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[nik.danilov's solution](#)

468.

2144C

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Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[nik.danilov's solution](#)

469.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

implementation

[nik.danilov's solution](#)

470.

2056B

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Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[nik.danilov's solution](#)

471.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[nik.danilov's solution](#)

472.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[nik.danilov's solution](#)

473.

1984C1

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Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

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474.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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475.

1922C

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Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[nik.danilov's solution](#)

476.

1815A

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477.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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478.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[nik.danilov's solution](#)

479.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[nik.danilov's solution](#)

480.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[nik.danilov's solution](#)

481.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
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482.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[nik.danilov's solution](#)

483.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[nik.danilov's solution](#)

484.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[nik.danilov's solution](#)

485.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[nik.danilov's solution](#)

486.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[nik.danilov's solution](#)

487.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[nik.danilov's solution](#)

488.

230B

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Quality: 95,848 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory
[nik.danilov's solution](#)

489.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[nik.danilov's solution](#)

490.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[nik.danilov's solution](#)

491.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

492.

1676F

[Longest Strike](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

493.

1650D

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

Quality: 14,718 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[nik.danilov's solution](#)

494.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,189 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[nik.danilov's solution](#)

495.

189A

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Quality: 80,891 global accepts · Rating: 1300 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

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496.

25A

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Quality: 103,893 global accepts · Rating: 1300 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[nik.danilov's solution](#)

497.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[nik.danilov's solution](#)

498.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2021-04-28 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[nik.danilov's solution](#)

499.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2021-04-28 · Python 3 (first AC) · Tags: constructive algorithms, math

[nik.danilov's solution](#)

500.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2021-04-16 · Python 3 (first AC) · Tags: implementation

[nik.danilov's solution](#)

501.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2021-04-16 · Python 3 (first AC) · Tags: greedy, implementation

[nik.danilov's solution](#)

502.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2020-12-23 · Python 3 (first AC) · Tags: implementation

[nik.danilov's solution](#)

503.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2020-12-22 · Python 3 (first AC) · Tags: implementation, math

[nik.danilov's solution](#)

504.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2020-09-26 · Python 3 (first AC) · Tags: data structures, dp, greedy, sortings

[nik.danilov's solution](#)

505.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[nik.danilov's solution](#)

506.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[nik.danilov's solution](#)

507.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[nik.danilov's solution](#)

508.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[nik.danilov's solution](#)

509.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[nik.danilov's solution](#)

510.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[nik.danilov's solution](#)

511.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[nik.danilov's solution](#)

512.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[nik.danilov's solution](#)

513.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[nik.danilov's solution](#)

514.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[nik.danilov's solution](#)

515.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[nik.danilov's solution](#)

516.

1903C

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

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

[nik.danilov's solution](#)

517.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[nik.danilov's solution](#)

518.

1895C

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

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

[nik.danilov's solution](#)

519.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[nik.danilov's solution](#)

520.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, dp, two pointers

[nik.danilov's solution](#)

521.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[nik.danilov's solution](#)

522.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[nik.danilov's solution](#)

523.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[nik.danilov's solution](#)

524.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[nik.danilov's solution](#)

525.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[nik.danilov's solution](#)

526.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[nik.danilov's solution](#)

527.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[nik.danilov's solution](#)

528.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[nik.danilov's solution](#)

529.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[nik.danilov's solution](#)

530.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nik.danilov's solution](#)

531.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[nik.danilov's solution](#)

532.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · last AC: 2022-09-08 · Python 3 (first AC) · Tags: data structures, greedy, sortings

[nik.danilov's solution](#)

533.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[nik.danilov's solution](#)

534.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[nik.danilov's solution](#)

535.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[nik.danilov's solution](#)

536.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[nik.danilov's solution](#)

537.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nik.danilov's solution](#)

538.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[nik.danilov's solution](#)

539.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[nik.danilov's solution](#)

540.

1676H1

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

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

[nik.danilov's solution](#)

541.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[nik.danilov's solution](#)

542.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[nik.danilov's solution](#)

543.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2021-04-28 · Python 3 (first AC) · Tags: brute force, constructive algorithms

[nik.danilov's solution](#)

544.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[nik.danilov's solution](#)

545.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nik.danilov's solution](#)

546.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[nik.danilov's solution](#)

547.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[nik.danilov's solution](#)

548.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[nik.danilov's solution](#)

549.

1891C

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

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[nik.danilov's solution](#)

550.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[nik.danilov's solution](#)

551.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[nik.danilov's solution](#)

552.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nik.danilov's solution](#)

553.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[nik.danilov's solution](#)

554.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[nik.danilov's solution](#)

555.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[nik.danilov's solution](#)

556.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[nik.danilov's solution](#)

557.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[nik.danilov's solution](#)

558.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[nik.danilov's solution](#)

559.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[nik.danilov's solution](#)

560.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[nik.danilov's solution](#)

561.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nik.danilov's solution](#)

562.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2021-10-13 · Python 3 (first AC) · Tags: brute force, geometry, implementation, math

[nik.danilov's solution](#)

563.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2021-10-12 · Python 3 (first AC) · Tags: constructive algorithms, trees

[nik.danilov's solution](#)

564.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[nik.danilov's solution](#)

565.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[nik.danilov's solution](#)

566.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[nik.danilov's solution](#)

567.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[nik.danilov's solution](#)

568.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[nik.danilov's solution](#)

569.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[nik.danilov's solution](#)

570.

1956C

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

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[nik.danilov's solution](#)

571.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[nik.danilov's solution](#)

572.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force
[nik.danilov's solution](#)

573.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[nik.danilov's solution](#)

574.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[nik.danilov's solution](#)

575.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[nik.danilov's solution](#)

576.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[nik.danilov's solution](#)

577.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[nik.danilov's solution](#)

578.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[nik.danilov's solution](#)

579.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[nik.danilov's solution](#)

580.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[nik.danilov's solution](#)

581.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[nik.danilov's solution](#)

582.

1741E

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

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nik.danilov's solution](#)

583.

1730B

[Meeting on the Line](#) · Tutorial

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[nik.danilov's solution](#)

584.

1698D

[Fixed Point Guessing](#) · Tutorial

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[nik.danilov's solution](#)

585.

898E

[Squares and not squares](#) · Tutorial

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2021-10-13 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[nik.danilov's solution](#)

586.

993A

[Two Squares](#) · Tutorial

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-10-13 · Python 3 (first AC) · Tags: geometry, implementation

[nik.danilov's solution](#)

587.

782B

[The Meeting Place Cannot Be Changed](#) · Tutorial

Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search

[nik.danilov's solution](#)

588.

877C

[Slava and tanks](#) · Tutorial

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: constructive algorithms

[nik.danilov's solution](#)

589.

906A

[Shockers](#) · Tutorial

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: implementation, strings

[nik.danilov's solution](#)

590.

2201B

[Recollect Numbers](#) · Tutorial

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[nik.danilov's solution](#)

591.

2201A2

[Lost Civilization \(Hard Version\)](#) · Tutorial

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[nik.danilov's solution](#)

592.

2161B

[Make Connected](#) · Tutorial

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[nik.danilov's solution](#)

593.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[nik.danilov's solution](#)

594.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[nik.danilov's solution](#)

595.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[nik.danilov's solution](#)

596.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[nik.danilov's solution](#)

597.

1903D1

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

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[nik.danilov's solution](#)

598.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[nik.danilov's solution](#)

599.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[nik.danilov's solution](#)

600.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[nik.danilov's solution](#)

601.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[nik.danilov's solution](#)

602.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nik.danilov's solution](#)

603.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[nik.danilov's solution](#)

604.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[nik.danilov's solution](#)

605.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[nik.danilov's solution](#)

606.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[nik.danilov's solution](#)

607.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[nik.danilov's solution](#)

608.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[nik.danilov's solution](#)

609.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[nik.danilov's solution](#)

610.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[nik.danilov's solution](#)

611.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[nik.danilov's solution](#)

612.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[nik.danilov's solution](#)

613.

2189C2

[XOR-convenience \(Hard Version\) · Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[nik.danilov's solution](#)

614.

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[nik.danilov's solution](#)

615.

2164D

[Copy String · Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[nik.danilov's solution](#)

616.

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[nik.danilov's solution](#)

617.

2022C

[Gerrymandering · Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[nik.danilov's solution](#)

618.

1965B

[Missing Subsequence Sum · Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[nik.danilov's solution](#)

619.

1954D

[Colored Balls · Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[nik.danilov's solution](#)

620.

1935D

[Exam in MAC · Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[nik.danilov's solution](#)

621.

1935C

[Messenger in MAC · Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[nik.danilov's solution](#)

622.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[nik.danilov's solution](#)

623.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[nik.danilov's solution](#)

624.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[nik.danilov's solution](#)

625.

1845D

[Rating System](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

626.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[nik.danilov's solution](#)

627.

1768D

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

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

[nik.danilov's solution](#)

628.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[nik.danilov's solution](#)

629.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[nik.danilov's solution](#)

630.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[nik.danilov's solution](#)

631.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[nik.danilov's solution](#)

632.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[nik.danilov's solution](#)

633.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[nik.danilov's solution](#)

634.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[nik.danilov's solution](#)

635.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[nik.danilov's solution](#)

636.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[nik.danilov's solution](#)

637.

1929D

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

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

[nik.danilov's solution](#)

638.

1895D

[XOR Construction](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

639.

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[nik.danilov's solution](#)

640.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[nik.danilov's solution](#)

641.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[nik.danilov's solution](#)

642.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[nik.danilov's solution](#)

643.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[nik.danilov's solution](#)

644.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[nik.danilov's solution](#)

645.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[nik.danilov's solution](#)

646.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[nik.danilov's solution](#)

647.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[nik.danilov's solution](#)

648.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[nik.danilov's solution](#)

649.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[nik.danilov's solution](#)

650.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[nik.danilov's solution](#)

651.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[nik.danilov's solution](#)

652.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[nik.danilov's solution](#)

653.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[nik.danilov's solution](#)

654.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[nik.danilov's solution](#)

655.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nik.danilov's solution](#)

656.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[nik.danilov's solution](#)

657.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nik.danilov's solution](#)

658.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[nik.danilov's solution](#)

659.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[nik.danilov's solution](#)

660.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[nik.danilov's solution](#)

661.

1903E

[Geo Game](#) · [Tutorial](#)

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

[nik.danilov's solution](#)

662.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[nik.danilov's solution](#)

663.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[nik.danilov's solution](#)

664.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[nik.danilov's solution](#)

665.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[nik.danilov's solution](#)

666.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[nik.danilov's solution](#)

667.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[nik.danilov's solution](#)

668.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[nik.danilov's solution](#)

669.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[nik.danilov's solution](#)

670.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[nik.danilov's solution](#)

671.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[nik.danilov's solution](#)

672.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[nik.danilov's solution](#)

673.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[nik.danilov's solution](#)

674.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[nik.danilov's solution](#)

675.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[nik.danilov's solution](#)

676.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[nik.danilov's solution](#)

677.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[nik.danilov's solution](#)

678.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[nik.danilov's solution](#)

679.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[nik.danilov's solution](#)

680.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[nik.danilov's solution](#)

681.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[nik.danilov's solution](#)

682.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, implementation, shortest paths
[nik.danilov's solution](#)

683.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[nik.danilov's solution](#)

684.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[nik.danilov's solution](#)

685.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[nik.danilov's solution](#)

686.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[nik.danilov's solution](#)

687.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[nik.danilov's solution](#)

688.

1895E

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

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

689.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[nik.danilov's solution](#)

690.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation
[nik.danilov's solution](#)

691.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[nik.danilov's solution](#)

692.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[nik.danilov's solution](#)

693.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[nik.danilov's solution](#)

694.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[nik.danilov's solution](#)

695.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[nik.danilov's solution](#)

696.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[nik.danilov's solution](#)

697.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[nik.danilov's solution](#)

698.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[nik.danilov's solution](#)

699.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[nik.danilov's solution](#)

700.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[nik.danilov's solution](#)

701.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[nik.danilov's solution](#)

702.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-11-09 · MS C++ 2017 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[nik.danilov's solution](#)

703.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[nik.danilov's solution](#)

704.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[nik.danilov's solution](#)

705.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[nik.danilov's solution](#)

706.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nik.danilov's solution](#)

707.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[nik.danilov's solution](#)

708.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[nik.danilov's solution](#)

709.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[nik.danilov's solution](#)

710.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar,

dp, greedy, implementation, sortings, trees

[nik.danilov's solution](#)

711.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[nik.danilov's solution](#)

712.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[nik.danilov's solution](#)

713.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[nik.danilov's solution](#)

714.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,517 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[nik.danilov's solution](#)

715.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[nik.danilov's solution](#)

716.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[nik.danilov's solution](#)

717.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[nik.danilov's solution](#)

718.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[nik.danilov's solution](#)

719.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[nik.danilov's solution](#)

720.

105972B

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[nik.danilov's solution](#)

721.

1055952

[BD×CÔD 8](#)

Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: —

[nik.danilov's solution](#)

722.

1055953

[A×C×CÔDò \(C ?CäGC=0 CÔ0 C >C`>D\\$5](#)

Rating: — · first AC: 2025-03-21 · PyPy 3-64 (first AC) · Tags: —

[nik.danilov's solution](#)

723.

105674D

[A×C×Cä: D >C\\$8D•](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[nik.danilov's solution](#)

724.

102128A

[Big Money](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

725.

104640K

[A,5D0D EC,,O Aô0D4GDÄ5C4> D >Cä1D”5D BC\\$0](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

726.

104640L

[A7C×CÄ0D\\$L C×>C`;C 9CD5D](#)

Rating: — · first AC: 2023-10-06 · PyPy 3 (first AC) · Tags: —

[nik.danilov's solution](#)

727.

104640F

[A42C×CäBCDKDT0CTB](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

728.

104640C

[A×C×C×8 CÄ5Cd4D2 2D 5C`5CÔ=D`<C€](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

729.

104640A

[A×C×5C2 C 9C`7C](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

730.

104640B

[A`×C\\$;Dò ?C CC×>C](#)

Rating: — · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: —

[nik.danilov's solution](#)

731.

104640D

[B\\$5D×CÔ0 C,,=D\\$5C`;CT:D](#)

Rating: — · first AC: 2023-10-06 · Python 3 (first AC) · Tags: —

[nik.danilov's solution](#)

732.

103666A

[A :E 10A C0>CÄ=C, 2Cä7D 0D B A\\$8D\\$8!](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

733.

103631A

[B40Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

734.

1024791

[B 00t=0äAD\\$L Cα2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[nik.danilov's solution](#)

735.

1662A

[Organizing SWERC · Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[nik.danilov's solution](#)