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Unique solved — nong

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 877

1.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)

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2.

1775A1

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3.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: [dp](#), [greedy](#)

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4.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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5.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[nong's solution](#)

6.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

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7.

1368A

[C+=](#) · [Tutorial](#)

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8.

1270A

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9.

1269A

[Equation](#) · [Tutorial](#)

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10.

1241A

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11.

1230A

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Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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12.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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13.

1136A

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14.

1131A

[Sea Battle](#) · [Tutorial](#)

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15.

1114A

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16.

1106A

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[nong's solution](#)

17.

1097A

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18.

1093A

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19.

1056A

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20.

1080A

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21.

1060A

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22.

1072A

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23.

1041A

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24.

1017A

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25.

760A

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26.

988A

[Diverse Team](#) · [Tutorial](#)

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27.

758A

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28.

984A

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29.

764A

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30.

977A

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31.

965A

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32.

932A

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33.

939A

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[nong's solution](#)

34.

935A

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35.

959A

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36.

946A

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37.

931A

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38.

937A

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39.

99A

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40.

172A

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41.

918A

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42.

898A

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43.

794A

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[nong's solution](#)

44.

894A

[QAQ](#) · [Tutorial](#)

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45.

821A

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46.

837A

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47.

835A

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48.

832A

[Sasha and Sticks](#) · [Tutorial](#)

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[nong's solution](#)

49.

831B

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50.

822A

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[nong's solution](#)

51.

811A

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Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nong's solution](#)

52.

1775A2

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

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[nong's solution](#)

53.

1267B

[Balls of Buma](#) · [Tutorial](#)

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[nong's solution](#)

54.

1141B

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55.

1110A

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56.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

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57.

1106C

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[nong's solution](#)

58.

1093B

[Letters Rearranging](#) · [Tutorial](#)

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[nong's solution](#)

59.

1089L

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60.

1080B

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[nong's solution](#)

61.

1016A

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[nong's solution](#)

62.

989A

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63.

981A

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64.

764B

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implementation

[nong's solution](#)

65.

980A

[Links and Pearls](#) · [Tutorial](#)

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66.

977B

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67.

935B

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68.

961A

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69.

918B

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70.

913A

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71.

814A

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72.

876A

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73.

839A

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74.

834A

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75.

820A

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76.

1395A

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77.

1277A

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78.

1266B

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79.

1266A

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80.

1237A

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81.

1241B

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82.

1230B

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83.

1141A

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84.

1136B

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85.

379A

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86.

1090M

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87.

1041B

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88.

1027A

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89.

1023B

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90.

500A

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91.

990A

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92.

610A

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93.

981B

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94.

979A

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95.

761A

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96.

766B

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97.

766A

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98.

939B

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99.

1A

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100.

804A

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101.

777A

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102.

864B

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103.

864A

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104.

844A

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105.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

106.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[nong's solution](#)

107.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nong's solution](#)

108.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[nong's solution](#)

109.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,814 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[nong's solution](#)

110.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

111.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

112.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nong's solution](#)

113.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[nong's solution](#)

114.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[nong's solution](#)

115.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · JavaScript (first AC) · Tags: sortings, strings

[nong's solution](#)

116.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

117.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[nong's solution](#)

118.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

119.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[nong's solution](#)

120.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[nong's solution](#)

121.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nong's solution](#)

122.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

123.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

124.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,574 global accepts · Rating: 1100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[nong's solution](#)

125.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

126.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · Haskell (first AC) · Tags: brute force, implementation, number theory
[nong's solution](#)

127.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nong's solution](#)

128.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[nong's solution](#)

129.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nong's solution](#)

130.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nong's solution](#)

131.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[nong's solution](#)

132.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[nong's solution](#)

133.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nong's solution](#)

134.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[nong's solution](#)

135.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[nong's solution](#)

136.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[nong's solution](#)

137.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[nong's solution](#)

138.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,962 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[nong's solution](#)

139.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · Haskell (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[nong's solution](#)

140.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[nong's solution](#)

141.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[nong's solution](#)

142.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nong's solution](#)

143.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

144.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[nong's solution](#)

145.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nong's solution](#)

146.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[nong's solution](#)

147.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[nong's solution](#)

148.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · last AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[nong's solution](#)

149.

483C

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

Rating: 1200 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nong's solution](#)

150.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

151.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,334 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[nong's solution](#)

152.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,347 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[nong's solution](#)

153.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[nong's solution](#)

154.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nong's solution](#)

155.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[nong's solution](#)

156.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nong's solution](#)

157.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

158.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

159.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules

[nong's solution](#)

160.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[nong's solution](#)

161.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[nong's solution](#)

162.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[nong's solution](#)

163.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nong's solution](#)

164.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[nong's solution](#)

165.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

166.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

167.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

168.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[nong's solution](#)

169.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[nong's solution](#)

170.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[nong's solution](#)

171.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[nong's solution](#)

172.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[nong's solution](#)

173.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nong's solution](#)

174.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[nong's solution](#)

175.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

176.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

177.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[nong's solution](#)

178.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nong's solution](#)

179.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nong's solution](#)

180.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[nong's solution](#)

181.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[nong's solution](#)

182.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1300 · first AC: 2018-08-25 · last AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

strings

[nong's solution](#)

183.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nong's solution](#)

184.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[nong's solution](#)

185.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nong's solution](#)

186.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[nong's solution](#)

187.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[nong's solution](#)

188.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

189.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

190.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[nong's solution](#)

191.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[nong's solution](#)

192.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nong's solution](#)

193.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[nong's solution](#)

194.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[nong's solution](#)

195.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nong's solution](#)

196.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[nong's solution](#)

197.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

198.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[nong's solution](#)

199.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[nong's solution](#)

200.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[nong's solution](#)

201.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[nong's solution](#)

202.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[nong's solution](#)

203.

1887A1

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

Rating: 1400 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[nong's solution](#)

204.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[nong's solution](#)

205.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[nong's solution](#)

206.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[nong's solution](#)

207.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[nong's solution](#)

208.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[nong's solution](#)

209.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[nong's solution](#)

210.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[nong's solution](#)

211.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nong's solution](#)

212.

1131B

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213.

379C

[New Year Ratings Change](#) · [Tutorial](#)

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[nong's solution](#)

214.

1110B

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Quality: 16,596 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nong's solution](#)

215.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nong's solution](#)

216.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
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217.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[nong's solution](#)

218.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[nong's solution](#)

219.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special
[nong's solution](#)

220.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · Mono C# (first AC) · Tags: implementation, sortings
[nong's solution](#)

221.

981C

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[nong's solution](#)

222.

977D

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Quality: 20,527 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[nong's solution](#)

223.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[nong's solution](#)

224.

961C

[Chessboard](#) · [Tutorial](#)

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[nong's solution](#)

225.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nong's solution](#)

226.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[nong's solution](#)

227.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[nong's solution](#)

228.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[nong's solution](#)

229.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[nong's solution](#)

230.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · Haskell (first AC) · Tags: implementation, strings

[nong's solution](#)

231.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nong's solution](#)

232.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,387 global accepts · Rating: 1400 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[nong's solution](#)

233.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[nong's solution](#)

234.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[nong's solution](#)

235.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees
[nong's solution](#)

236.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nong's solution](#)

237.

1368B

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

Quality: 21,440 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[nong's solution](#)

238.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy
[nong's solution](#)

239.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[nong's solution](#)

240.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[nong's solution](#)

241.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[nong's solution](#)

242.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nong's solution](#)

243.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[nong's solution](#)

244.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[nong's solution](#)

245.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[nong's solution](#)

246.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[nong's solution](#)

247.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nong's solution](#)

248.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[nong's solution](#)

249.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · Java 8 (first AC) · Tags: math

[nong's solution](#)

250.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nong's solution](#)

251.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[nong's solution](#)

252.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nong's solution](#)

253.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[nong's solution](#)

254.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

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[nong's solution](#)

255.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[nong's solution](#)

256.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

257.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[nong's solution](#)

258.

977E

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

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[nong's solution](#)

259.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[nong's solution](#)

260.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nong's solution](#)

261.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[nong's solution](#)

262.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[nong's solution](#)

263.

930A

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Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[nong's solution](#)

264.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[nong's solution](#)

265.

609C

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Quality: 7,398 global accepts · Rating: 1500 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nong's solution](#)

266.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[nong's solution](#)

267.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[nong's solution](#)

268.

520C

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[nong's solution](#)

269.

354A

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Quality: 5,658 global accepts · Rating: 1500 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[nong's solution](#)

270.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nong's solution](#)

271.

367A

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[nong's solution](#)

272.

643A

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Quality: 4,818 global accepts · Rating: 1500 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nong's solution](#)

273.

137C

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Quality: 7,815 global accepts · Rating: 1500 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[nong's solution](#)

274.

710C

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[nong's solution](#)

275.

809A

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276.

821C

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[nong's solution](#)

277.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[nong's solution](#)

278.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[nong's solution](#)

279.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[nong's solution](#)

280.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nong's solution](#)

281.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[nong's solution](#)

282.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[nong's solution](#)

283.

1994C

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Quality: 13,541 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[nong's solution](#)

284.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[nong's solution](#)

285.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1600 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[nong's solution](#)

286.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[nong's solution](#)

287.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[nong's solution](#)

288.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[nong's solution](#)

289.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: trees

[nong's solution](#)

290.

1407C

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Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[nong's solution](#)

291.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[nong's solution](#)

292.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings

[nong's solution](#)

293.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nong's solution](#)

294.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[nong's solution](#)

295.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[nong's solution](#)

296.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[nong's solution](#)

297.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[nong's solution](#)

298.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[nong's solution](#)

299.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[nong's solution](#)

300.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[nong's solution](#)

301.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[nong's solution](#)

302.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[nong's solution](#)

303.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,466 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[nong's solution](#)

304.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[nong's solution](#)

305.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[nong's solution](#)

306.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nong's solution](#)

307.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nong's solution](#)

308.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[nong's solution](#)

309.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[nong's solution](#)

310.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[nong's solution](#)

311.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[nong's solution](#)

312.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[nong's solution](#)

313.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[nong's solution](#)

314.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

315.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nong's solution](#)

316.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[nong's solution](#)

317.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[nong's solution](#)

318.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[nong's solution](#)

319.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[nong's solution](#)

320.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[nong's solution](#)

321.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[nong's solution](#)

322.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[nong's solution](#)

323.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[nong's solution](#)

324.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[nong's solution](#)

325.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[nong's solution](#)

326.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[nong's solution](#)

327.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[nong's solution](#)

328.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[nong's solution](#)

329.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[nong's solution](#)

330.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[nong's solution](#)

331.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[nong's solution](#)

332.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[nong's solution](#)

333.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[nong's solution](#)

334.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

335.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[nong's solution](#)

336.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[nong's solution](#)

337.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nong's solution](#)

338.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[nong's solution](#)

339.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[nong's solution](#)

340.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[nong's solution](#)

341.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, interactive, math

[nong's solution](#)

342.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[nong's solution](#)

343.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[nong's solution](#)

344.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[nong's solution](#)

345.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[nong's solution](#)

346.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[nong's solution](#)

347.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nong's solution](#)

348.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[nong's solution](#)

349.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[nong's solution](#)

350.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[nong's solution](#)

351.

1368D

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

Quality: 13,663 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[nong's solution](#)

352.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[nong's solution](#)

353.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[nong's solution](#)

354.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

355.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[nong's solution](#)

356.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[nong's solution](#)

357.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[nong's solution](#)

358.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[nong's solution](#)

359.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nong's solution](#)

360.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[nong's solution](#)

361.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[nong's solution](#)

362.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math,

number theory

[nong's solution](#)

363.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nong's solution](#)

364.

439D

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

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[nong's solution](#)

365.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[nong's solution](#)

366.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[nong's solution](#)

367.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[nong's solution](#)

368.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[nong's solution](#)

369.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nong's solution](#)

370.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[nong's solution](#)

371.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nong's solution](#)

372.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[nong's solution](#)

373.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[nong's solution](#)

374.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[nong's solution](#)

375.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · last AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[nong's solution](#)

376.

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[nong's solution](#)

377.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math
[nong's solution](#)

378.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nong's solution](#)

379.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[nong's solution](#)

380.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[nong's solution](#)

381.

977F

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

Quality: 25,132 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[nong's solution](#)

382.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[nong's solution](#)

383.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[nong's solution](#)

384.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nong's solution](#)

385.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[nong's solution](#)

386.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nong's solution](#)

387.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[nong's solution](#)

388.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nong's solution](#)

389.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[nong's solution](#)

390.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[nong's solution](#)

391.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[nong's solution](#)

392.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[nong's solution](#)

393.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[nong's solution](#)

394.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[nong's solution](#)

395.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[nong's solution](#)

396.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[nong's solution](#)

397.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[nong's solution](#)

398.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[nong's solution](#)

399.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,939 global accepts · Rating: 1800 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[nong's solution](#)

400.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[nong's solution](#)

401.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nong's solution](#)

402.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[nong's solution](#)

403.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[nong's solution](#)

404.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nong's solution](#)

405.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[nong's solution](#)

406.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation
[nong's solution](#)

407.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[nong's solution](#)

408.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[nong's solution](#)

409.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nong's solution](#)

410.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[nong's solution](#)

411.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[nong's solution](#)

412.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[nong's solution](#)

413.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees
[nong's solution](#)

414.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[nong's solution](#)

415.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[nong's solution](#)

416.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[nong's solution](#)

417.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[nong's solution](#)

418.

580D

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808D

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Quality: 8,103 global accepts · Rating: 1900 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
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521.

894C

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522.

848B

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523.

835D

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524.

832D

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525.

1994E

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526.

1827B1

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527.

1893C

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528.

1936B

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529.

1641B

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530.

1320C

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531.

1198C

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532.

1103B

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533.

1142B

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534.

1019B

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[nong's solution](#)

535.

1268B

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536.

1266D

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[nong's solution](#)

537.

1280C

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[nong's solution](#)

538.

1237D

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539.

1240B

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540.

383C

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541.

1229B

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542.

1157F

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543.

412D

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544.

555B

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545.

451D

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546.

478D

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547.

721D

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548.

749D

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549.

792C

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550.

891B

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551.

938D

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552.

598E

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553.

629C

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554.

755D

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555.

671B

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556.

1131D

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557.

468B

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558.

379D

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559.

432D

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560.

449B

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561.

611D

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562.

474C

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563.

615D

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564.

999E

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565.

629D

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566.

514C

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567.

1090I

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568.

1090L

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569.

1090K

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570.

1080D

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571.

1060E

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572.

347D

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573.

758D

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574.

761E

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575.

766D

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576.

767C

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577.

965C

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578.

786A

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579.

963B

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580.

961D

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581.

940E

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582.

920F

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899E

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584.

911E

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585.

777E

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586.

814D

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587.

893E

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588.

886D

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589.

864E

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590.

842C

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591.

844D

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592.

1924B

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593.

1775E

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594.

1466F

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595.

1446C

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596.

1322B

[Present](#) · [Tutorial](#)

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597.

1120C

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598.

1392E

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599.

551D

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600.

1254B2

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[nong's solution](#)

601.

1266E

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602.

1267K

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603.

414C

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604.

1006F

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605.

498C

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606.

319C

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607.

1240C

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608.

455C

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609.

1207F

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610.

1152D

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611.

1025D

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612.

373E

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613.

675C

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614.

1106E

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615.

877D

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616.

1056E

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617.

349D

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Rating: 2100 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees
[nong's solution](#)

618.

1023E

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619.

990E

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620.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[nong's solution](#)

621.

985D

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622.

764D

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623.

980D

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624.

766E

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625.

767B

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Quality: 2,248 global accepts · Rating: 2100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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626.

937D

[Sleepy Game](#) · [Tutorial](#)

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[nong's solution](#)

627.

920E

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628.

703D

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Quality: 4,064 global accepts · Rating: 2100 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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629.

799D

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Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

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630.

827C

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631.

840B

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632.

876E

[National Property](#) · [Tutorial](#)

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633.

1641C

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634.

1059D

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Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[nong's solution](#)

635.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs
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636.

1305E

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Quality: 3,272 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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637.

1156D

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638.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
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639.

1406D

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Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[nong's solution](#)

640.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[nong's solution](#)

641.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[nong's solution](#)

642.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[nong's solution](#)

643.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[nong's solution](#)

644.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[nong's solution](#)

645.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[nong's solution](#)

646.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[nong's solution](#)

647.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[nong's solution](#)

648.

559C

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Quality: 8,098 global accepts · Rating: 2200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[nong's solution](#)

649.

617E

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Quality: 10,615 global accepts · Rating: 2200 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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650.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[nong's solution](#)

651.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[nong's solution](#)

652.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[nong's solution](#)

653.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
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654.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
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655.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
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656.

547A

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657.

1097D

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Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
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658.

1092D1

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Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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659.

1045D

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Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees
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660.

1045G

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[nong's solution](#)

661.

981E

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[nong's solution](#)

662.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[nong's solution](#)

663.

980E

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Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[nong's solution](#)

664.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[nong's solution](#)

665.

946E

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Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nong's solution](#)

666.

86D

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Quality: 16,877 global accepts · Rating: 2200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[nong's solution](#)

667.

915D

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Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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668.

875D

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Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[nong's solution](#)

669.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[nong's solution](#)

670.

662B

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Quality: 1,658 global accepts · Rating: 2200 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[nong's solution](#)

671.

1965C

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Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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672.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-04-14 · MS C++ 2017 (first AC) · Tags: data structures, dsu, trees
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673.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[nong's solution](#)

674.

558E

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Quality: 7,404 global accepts · Rating: 2300 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[nong's solution](#)

675.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
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676.

1396C

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Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
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677.

1394B

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Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
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678.

1322C

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679.

1198D

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680.

1188B

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681.

1270E

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682.

1268C

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683.

1276C

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684.

713C

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685.

1131E

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686.

1045C

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687.

610D

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Quality: 1,734 global accepts · Rating: 2300 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

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688.

935E

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689.

937E

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690.

915E

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691.

878B

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692.

1827B2

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693.

1936C

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694.

342E

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Quality: 10,837 global accepts · Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

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695.

1142C

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Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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696.

1333E

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697.

1101F

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698.

1343F

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699.

1348E

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700.

1267A

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[nong's solution](#)

701.

449D

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Quality: 6,139 global accepts · Rating: 2400 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[nong's solution](#)

702.

1237E

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Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[nong's solution](#)

703.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[nong's solution](#)

704.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[nong's solution](#)

705.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[nong's solution](#)

706.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[nong's solution](#)

707.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[nong's solution](#)

708.

1093E

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Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[nong's solution](#)

709.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory
[nong's solution](#)

710.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[nong's solution](#)

711.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[nong's solution](#)

712.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[nong's solution](#)

713.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[nong's solution](#)

714.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[nong's solution](#)

715.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[nong's solution](#)

716.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[nong's solution](#)

717.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[nong's solution](#)

718.

1368E

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Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[nong's solution](#)

719.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[nong's solution](#)

720.

349E

[Subset Sums](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[nong's solution](#)

721.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[nong's solution](#)

722.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[nong's solution](#)

723.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[nong's solution](#)

724.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[nong's solution](#)

725.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[nong's solution](#)

726.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[nong's solution](#)

727.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nong's solution](#)

728.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[nong's solution](#)

729.

1045E

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

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[nong's solution](#)

730.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[nong's solution](#)

731.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[nong's solution](#)

732.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[nong's solution](#)

733.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

734.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

735.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

736.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

737.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

738.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

739.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

740.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

741.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

742.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

743.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

744.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

745.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

746.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

747.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

748.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

749.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

750.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

751.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

752.

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

753.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

754.

101652X

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

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

755.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

756.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

757.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

758.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

759.

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

760.

102760A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

761.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

762.

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

763.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

764.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

765.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

766.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[nong's solution](#)

767.

101669L

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

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

768.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

769.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

770.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

771.

101669F

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

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

772.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

773.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

774.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

775.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

776.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

777.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

778.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

779.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

780.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

781.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

782.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

783.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

784.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

785.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

786.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

787.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

788.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

789.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

790.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

791.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

792.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

793.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

794.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

795.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

796.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

797.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

798.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

799.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

800.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

801.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

802.

101375K

[MaratonIME bot](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

803.

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

804.

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

805.

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

806.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

807.

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

808.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

809.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

810.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

811.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —
[nong's solution](#)

812.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

813.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

814.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

815.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

816.

101612B

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

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

817.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

818.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

819.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nong's solution](#)

820.

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

821.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

822.

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

823.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

824.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

825.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

826.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

827.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

828.

100286K

[KINA Is Not Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

829.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: —
[nong's solution](#)

830.

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

831.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nong's solution](#)

832.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: —

[nong's solution](#)

833.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[nong's solution](#)

834.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: —

[nong's solution](#)

835.

101967J

[A05C\\$0Dò ?D >C4CC´:C CÄ0C´LD\\$5C€](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

836.

101967D

[A45C050t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

837.

101967I

[AôCD\\$5D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

838.

101967H

[B 50α@CTBCÔKC´ HC,,DD](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

839.

101967C

[A=0C0r2D >C,,3D 0D\\$L Cα>CÔBCTAD](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

840.

101967G

[A48C0r0,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[nong's solution](#)

841.

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