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Unique solved — outfinity

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1.

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6.

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72.

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74.

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75.

1719B

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76.

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78.

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88.

1805B

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93.

1806A

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94.

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95.

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96.

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1796A

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1799A

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99.

1789B

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100.

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102.

1795A

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103.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,041 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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104.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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105.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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106.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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107.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
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108.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

109.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

110.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[outfinity's solution](#)

111.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

112.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[outfinity's solution](#)

113.

1731A

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

114.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2021-01-22 · last AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[outfinity's solution](#)

115.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

116.

1763A

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

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

117.

1767B

[Block Towers](#) · [Tutorial](#)

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

[outfinity's solution](#)

118.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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

[outfinity's solution](#)

119.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[outfinity's solution](#)

120.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,065 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[outfinity's solution](#)

121.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

122.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

123.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[outfinity's solution](#)

124.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[outfinity's solution](#)

125.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,648 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

126.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[outfinity's solution](#)

127.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[outfinity's solution](#)

128.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[outfinity's solution](#)

129.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[outfinity's solution](#)

130.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

131.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

132.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[outfinity's solution](#)

133.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

134.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

135.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[outfinity's solution](#)

136.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

137.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[outfinity's solution](#)

138.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

139.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[outfinity's solution](#)

140.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[outfinity's solution](#)

141.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[outfinity's solution](#)

142.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

143.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[outfinity's solution](#)

144.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[outfinity's solution](#)

145.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

146.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[outfinity's solution](#)

147.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

148.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[outfinity's solution](#)

149.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games
[outfinity's solution](#)

150.

1690C

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

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[outfinity's solution](#)

151.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[outfinity's solution](#)

152.

1690A

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

Quality: 35,637 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[outfinity's solution](#)

153.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[outfinity's solution](#)

154.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[outfinity's solution](#)

155.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[outfinity's solution](#)

156.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[outfinity's solution](#)

157.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings
[outfinity's solution](#)

158.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[outfinity's solution](#)

159.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[outfinity's solution](#)

160.

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[outfinity's solution](#)

161.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[outfinity's solution](#)

162.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[outfinity's solution](#)

163.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[outfinity's solution](#)

164.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math
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165.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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166.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[outfinity's solution](#)

167.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[outfinity's solution](#)

168.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[outfinity's solution](#)

169.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: math
[outfinity's solution](#)

170.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[outfinity's solution](#)

171.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[outfinity's solution](#)

172.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[outfinity's solution](#)

173.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[outfinity's solution](#)

174.

1657B

[XY Sequence](#) · [Tutorial](#)

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

[outfinity's solution](#)

175.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[outfinity's solution](#)

176.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[outfinity's solution](#)

177.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

178.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[outfinity's solution](#)

179.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[outfinity's solution](#)

180.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[outfinity's solution](#)

181.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[outfinity's solution](#)

182.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

implementation

[outfinity's solution](#)

183.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[outfinity's solution](#)

184.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[outfinity's solution](#)

185.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[outfinity's solution](#)

186.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[outfinity's solution](#)

187.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[outfinity's solution](#)

188.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[outfinity's solution](#)

189.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,286 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[outfinity's solution](#)

190.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

191.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[outfinity's solution](#)

192.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[outfinity's solution](#)

193.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[outfinity's solution](#)

194.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

195.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

196.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

197.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[outfinity's solution](#)

198.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[outfinity's solution](#)

199.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

200.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[outfinity's solution](#)

201.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

202.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

203.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[outfinity's solution](#)

204.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[outfinity's solution](#)

205.

1605A

[A.M. Deviation](#) · [Tutorial](#)

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206.

1604A

[Era](#) · [Tutorial](#)

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[outfinity's solution](#)

207.

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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208.

1583A

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209.

1581A

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210.

1579A

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211.

1560C

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Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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212.

1560B

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213.

1560A

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Quality: 73,519 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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214.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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215.

1573A

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216.

1562A

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217.

1551B1

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Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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218.

1551A

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Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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219.

1530B

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220.

1530A

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221.

1550A

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222.

1118A

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223.

1546A

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[outfinity's solution](#)

224.

1542A

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225.

540A

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[outfinity's solution](#)

226.

1106A

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227.

1541A

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228.

999A

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Quality: 25,329 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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229.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[outfinity's solution](#)

230.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

231.

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
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232.

1537A

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Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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233.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

234.

1538B

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Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

235.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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236.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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237.

1536A

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238.

1325A

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239.

1370A

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[outfinity's solution](#)

240.

1389A

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241.

1535A

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242.

1523A

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243.

1173A

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244.

1526A

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245.

1413A

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246.

1529A

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247.

1509A

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248.

1511A

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[outfinity's solution](#)

249.

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[outfinity's solution](#)

250.

1519B

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251.

1527A

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252.

1189A

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253.

1525A

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Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[outfinity's solution](#)

254.

1144A

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Quality: 22,028 global accepts · Rating: 800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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255.

1520B

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256.

1520A

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257.

1515A

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258.

80A

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Quality: 66,323 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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259.

1517A

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260.

855A

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Quality: 27,352 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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261.

1497A

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262.

1300A

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Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

263.

1514A

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[outfinity's solution](#)

264.

732A

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265.

1409A

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Quality: 80,440 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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266.

629A

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Quality: 14,848 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
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267.

1516A

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268.

1512B

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269.

1512A

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270.

1513A

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271.

1095A

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272.

1304A

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[outfinity's solution](#)

273.

1484A

[Prison Break](#) · [Tutorial](#)

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[outfinity's solution](#)

274.

1399A

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Quality: 80,615 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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275.

785A

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276.

520A

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277.

1328A

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278.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,091 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[outfinity's solution](#)

279.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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280.

469A

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Quality: 121,226 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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281.

1064A

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282.

1422A

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[outfinity's solution](#)

283.

1398A

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284.

1369A

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[outfinity's solution](#)

285.

1453A

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286.

1492A

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287.

200B

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[outfinity's solution](#)

288.

61A

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[outfinity's solution](#)

289.

705A

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[outfinity's solution](#)

290.

1030A

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[outfinity's solution](#)

291.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

292.

136A

[Presents](#) · [Tutorial](#)

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[outfinity's solution](#)

293.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[outfinity's solution](#)

294.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,173 global accepts · Rating: 800 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

295.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,515 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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296.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

297.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[outfinity's solution](#)

298.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[outfinity's solution](#)

299.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[outfinity's solution](#)

300.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[outfinity's solution](#)

301.

677A

[Vanya and Fence](#) · [Tutorial](#)

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[outfinity's solution](#)

302.

467A

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

Quality: 155,974 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

303.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[outfinity's solution](#)

304.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,578 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[outfinity's solution](#)

305.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[outfinity's solution](#)

306.

110A

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

Quality: 199,539 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

307.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,118 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[outfinity's solution](#)

308.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,844 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[outfinity's solution](#)

309.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

310.

1360A

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311.

1480A

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312.

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313.

202A

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314.

1443A

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910A

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316.

1148A

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317.

59A

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977A

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791A

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546A

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1243A

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324.

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326.

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266A

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282A

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1353A

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231A

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1374A

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1466B

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387.

1900B

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388.

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403.

1747B

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1705B

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1559B

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1559A

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414.

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[outfinity's solution](#)

415.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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416.

1609A

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

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417.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math
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418.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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419.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings
[outfinity's solution](#)

420.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[outfinity's solution](#)

421.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[outfinity's solution](#)

422.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

423.

1106C

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Quality: 15,917 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
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424.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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425.

1501B

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Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
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426.

1537B

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[outfinity's solution](#)

427.

1535B

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[outfinity's solution](#)

428.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

429.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,788 global accepts · Rating: 900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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430.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,784 global accepts · Rating: 900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[outfinity's solution](#)

431.

1525B

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Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

432.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[outfinity's solution](#)

433.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[outfinity's solution](#)

434.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,138 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

435.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

436.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[outfinity's solution](#)

437.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

438.

215A

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Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[outfinity's solution](#)

439.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[outfinity's solution](#)

440.

580A

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Quality: 104,711 global accepts · Rating: 900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[outfinity's solution](#)

441.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[outfinity's solution](#)

442.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

443.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[outfinity's solution](#)

444.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

445.

11A

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Quality: 15,497 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[outfinity's solution](#)

446.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[outfinity's solution](#)

447.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

448.

556A

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

Quality: 46,398 global accepts · Rating: 900 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[outfinity's solution](#)

449.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[outfinity's solution](#)

450.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[outfinity's solution](#)

451.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[outfinity's solution](#)

452.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[outfinity's solution](#)

453.

1440B

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

454.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

455.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

456.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[outfinity's solution](#)

457.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[outfinity's solution](#)

458.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[outfinity's solution](#)

459.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[outfinity's solution](#)

460.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

461.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

462.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[outfinity's solution](#)

463.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

464.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[outfinity's solution](#)

465.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[outfinity's solution](#)

466.

1374B

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

Quality: 71,595 global accepts · Rating: 900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

467.

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[outfinity's solution](#)

468.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

469.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[outfinity's solution](#)

470.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[outfinity's solution](#)

471.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[outfinity's solution](#)

472.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[outfinity's solution](#)

473.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[outfinity's solution](#)

474.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[outfinity's solution](#)

475.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[outfinity's solution](#)

476.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[outfinity's solution](#)

477.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[outfinity's solution](#)

478.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[outfinity's solution](#)

479.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[outfinity's solution](#)

480.

1968C

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Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[outfinity's solution](#)

481.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[outfinity's solution](#)

482.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

483.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[outfinity's solution](#)

484.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[outfinity's solution](#)

485.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[outfinity's solution](#)

486.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[outfinity's solution](#)

487.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

488.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

489.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

490.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

491.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

492.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

493.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

494.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[outfinity's solution](#)

495.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

496.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · last AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[outfinity's solution](#)

497.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

498.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[outfinity's solution](#)

499.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

500.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[outfinity's solution](#)

501.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

502.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

503.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[outfinity's solution](#)

504.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

505.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[outfinity's solution](#)

506.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

507.

404A

[Valera and X](#) · Tutorial

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

508.

385A

[Bear and Raspberry](#) · Tutorial

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[outfinity's solution](#)

509.

732B

[Cormen --- The Best Friend Of a Man](#) · Tutorial

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[outfinity's solution](#)

510.

1744C

[Traffic Light](#) · Tutorial

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[outfinity's solution](#)

511.

1704B

[Luke is a Foodie](#) · Tutorial

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[outfinity's solution](#)

512.

1695B

[Circle Game](#) · Tutorial

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[outfinity's solution](#)

513.

1690D

[Black and White Stripe](#) · Tutorial

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[outfinity's solution](#)

514.

1691B

[Shoe Shuffling](#) · Tutorial

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[outfinity's solution](#)

515.

1671B

[Consecutive Points Segment](#) · Tutorial

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[outfinity's solution](#)

516.

1659A

[Red Versus Blue](#) · Tutorial

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[outfinity's solution](#)

517.

1634C

[OKEA](#) · Tutorial

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[outfinity's solution](#)

518.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[outfinity's solution](#)

519.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[outfinity's solution](#)

520.

1620B

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

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[outfinity's solution](#)

521.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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522.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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523.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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524.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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525.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[outfinity's solution](#)

526.

1562B

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527.

1278A

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Quality: 18,293 global accepts · Rating: 1000 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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528.

1550B

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Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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529.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
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530.

1141A

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Quality: 39,485 global accepts · Rating: 1000 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

531.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[outfinity's solution](#)

532.

476A

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

Quality: 51,625 global accepts · Rating: 1000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

533.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

534.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

535.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[outfinity's solution](#)

536.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[outfinity's solution](#)

537.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
[outfinity's solution](#)

538.

1515B

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

Quality: 27,072 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number

theory

[outfinity's solution](#)

539.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

540.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

541.

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

542.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

543.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

544.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[outfinity's solution](#)

545.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

546.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[outfinity's solution](#)

547.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

548.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

549.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

550.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[outfinity's solution](#)

551.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[outfinity's solution](#)

552.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: strings
[outfinity's solution](#)

553.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[outfinity's solution](#)

554.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[outfinity's solution](#)

555.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[outfinity's solution](#)

556.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[outfinity's solution](#)

557.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[outfinity's solution](#)

558.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[outfinity's solution](#)

559.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[outfinity's solution](#)

560.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[outfinity's solution](#)

561.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[outfinity's solution](#)

562.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[outfinity's solution](#)

563.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[outfinity's solution](#)

564.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[outfinity's solution](#)

565.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1000 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[outfinity's solution](#)

566.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[outfinity's solution](#)

567.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

568.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[outfinity's solution](#)

569.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[outfinity's solution](#)

570.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

571.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[outfinity's solution](#)

572.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[outfinity's solution](#)

573.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[outfinity's solution](#)

574.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

575.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[outfinity's solution](#)

576.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[outfinity's solution](#)

577.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[outfinity's solution](#)

578.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[outfinity's solution](#)

579.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[outfinity's solution](#)

580.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

581.

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[outfinity's solution](#)

582.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[outfinity's solution](#)

583.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

584.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

585.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[outfinity's solution](#)

586.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[outfinity's solution](#)

587.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[outfinity's solution](#)

588.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[outfinity's solution](#)

589.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[outfinity's solution](#)

590.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[outfinity's solution](#)

591.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[outfinity's solution](#)

592.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[outfinity's solution](#)

593.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[outfinity's solution](#)

594.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[outfinity's solution](#)

595.

1995B1

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

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

596.

1994B

[Fun Game](#) · [Tutorial](#)

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

597.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[outfinity's solution](#)

598.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

599.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

600.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[outfinity's solution](#)

601.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[outfinity's solution](#)

602.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[outfinity's solution](#)

603.

1904B

[Collecting Game](#) · [Tutorial](#)

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

[outfinity's solution](#)

604.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

605.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[outfinity's solution](#)

606.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[outfinity's solution](#)

607.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[outfinity's solution](#)

608.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[outfinity's solution](#)

609.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

610.

1820B

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

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers
[outfinity's solution](#)

611.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[outfinity's solution](#)

612.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

613.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[outfinity's solution](#)

614.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

615.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[outfinity's solution](#)

616.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[outfinity's solution](#)

617.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[outfinity's solution](#)

618.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[outfinity's solution](#)

619.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[outfinity's solution](#)

620.

1706B

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1686C

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1670B

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1213B

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677.

110B

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1038B

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349A

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704.

368B

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705.

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706.

755B

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1324C

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708.

1478B

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1345B

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711.

456A

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712.

363B

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313B

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270A

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706B

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717.

158B

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1335C

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719.

801A

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1472C

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721.

478A

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1471B

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723.

1426C

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724.

1463A

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725.

1366A

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726.

2174A

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727.

2190A

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728.

2178C

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729.

1608B

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730.

1792B

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731.

2119B

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732.

2069B

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733.

2062C

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734.

2053B

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735.

2002C

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736.

2046A

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737.

2039C1

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theory

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738.

2019B

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739.

2003C

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740.

2000D

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741.

1909B

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742.

1992D

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743.

1983B

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744.

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745.

1982C

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746.

1982B

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747.

1954C

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748.

1954B

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749.

1951B

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750.

1934B

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751.

1933D

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752.

1916C

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1886B

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756.

1848B

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757.

1834C

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759.

1799B

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1790D

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1270B

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762.

1763B

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763.

1747C

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764.

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765.

1738B

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766.

1730C

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767.

1704C

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768.

1681C

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769.

1559C

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770.

1671C

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771.

1650C

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772.

1656C

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773.

1657C

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774.

1647B

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775.

1642C

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776.

1635C

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777.

463A

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778.

1619C

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779.

1613C

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780.

1583B

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781.

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782.

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783.

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784.

1530C

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785.

1437B

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786.

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787.

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788.

1541B

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789.

999C

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790.

1006B

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791.

1006C

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793.

1539C

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1537C

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795.

870B

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796.

1130B

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797.

439B

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798.

1527B1

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799.

1121B

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800.

1196B

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801.

1214C

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802.

1409C

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803.

1355A

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804.

1364A

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805.

1385C

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806.

1514B

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807.

913B

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808.

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809.

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810.

1520D

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811.

902B

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812.

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813.

327B

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814.

433B

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815.

1355B

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1512D

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817.

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818.

1497B

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819.

1339B

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820.

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821.

1023A

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822.

23A

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823.

928A

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824.

990B

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825.

714B

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826.

1485B

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827.

9C

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828.

454B

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829.

1245B

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546B

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831.

1399C

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832.

459A

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833.

474B

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834.

1490D

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835.

1487B

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836.

1369B

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837.

1343C

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838.

327A

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839.

489B

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840.

466A

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841.

492B

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842.

1311B

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843.

1327B

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844.

1354B

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845.

1352C

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846.

1363A

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847.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

848.

79A

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849.

254A

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850.

522A

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851.

1029B

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852.

1454C

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853.

1472D

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854.

1352B

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855.

1133C

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856.

1133B

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857.

2194C

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858.

1778B

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859.

2127B

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860.

2129A

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861.

2124C

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math, number theory

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862.

2119C

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863.

2064C

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864.

2059B

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865.

1991C

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866.

1988C

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867.

1984C1

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868.

1968D

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869.

1942C1

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870.

1948C

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871.

1900C

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872.

1890C

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873.

1882B

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874.

1879C

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875.

1870C

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876.

1867C

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877.

1868A

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878.

1220C

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879.

1220B

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880.

1775B

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881.

1844C

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882.

1194B

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883.

1194C

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884.

1821C

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885.

1820C

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886.

1816C

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887.

1810C

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888.

1794C

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889.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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890.

1768C

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891.

707B

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892.

1766C

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893.

103433A

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894.

1754C1

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895.

1746C

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896.

1726C

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897.

1711B

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898.

1174C

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899.

545D

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900.

185A

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901.

1668C

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Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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902.

1659B

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903.

1661B

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904.

1650D

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Quality: 14,724 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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905.

1660C

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906.

1249C1

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907.

1647C

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908.

1638C

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[outfinity's solution](#)

909.

922B

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Quality: 9,449 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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910.

1615B

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911.

1617C

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[outfinity's solution](#)

912.

1618D

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913.

1585C

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Quality: 12,823 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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914.

1612C

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[outfinity's solution](#)

915.

1604C

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Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[outfinity's solution](#)

916.

1602C

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Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
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917.

1037C

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918.

1157C1

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Quality: 13,458 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

919.

1157B

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Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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920.

1574C

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921.

1560D

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922.

1553B

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923.

1556B

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

924.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[outfinity's solution](#)

925.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[outfinity's solution](#)

926.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

927.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

928.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

929.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[outfinity's solution](#)

930.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[outfinity's solution](#)

931.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[outfinity's solution](#)

932.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[outfinity's solution](#)

933.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[outfinity's solution](#)

934.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[outfinity's solution](#)

935.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[outfinity's solution](#)

936.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[outfinity's solution](#)

937.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[outfinity's solution](#)

938.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[outfinity's solution](#)

939.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[outfinity's solution](#)

940.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[outfinity's solution](#)

941.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[outfinity's solution](#)

942.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[outfinity's solution](#)

943.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, math

[outfinity's solution](#)

944.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[outfinity's solution](#)

945.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

946.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

947.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

948.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[outfinity's solution](#)

949.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[outfinity's solution](#)

950.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[outfinity's solution](#)

951.

508B

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

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[outfinity's solution](#)

952.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[outfinity's solution](#)

953.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[outfinity's solution](#)

954.

1029A

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

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

955.

1294C

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

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

956.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[outfinity's solution](#)

957.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[outfinity's solution](#)

958.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[outfinity's solution](#)

959.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[outfinity's solution](#)

960.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[outfinity's solution](#)

961.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[outfinity's solution](#)

962.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[outfinity's solution](#)

963.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[outfinity's solution](#)

964.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[outfinity's solution](#)

965.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[outfinity's solution](#)

966.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[outfinity's solution](#)

967.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[outfinity's solution](#)

968.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[outfinity's solution](#)

969.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[outfinity's solution](#)

970.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[outfinity's solution](#)

971.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[outfinity's solution](#)

972.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[outfinity's solution](#)

973.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[outfinity's solution](#)

974.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[outfinity's solution](#)

975.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[outfinity's solution](#)

976.

2171D

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

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[outfinity's solution](#)

977.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[outfinity's solution](#)

978.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[outfinity's solution](#)

979.

2111D

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

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[outfinity's solution](#)

980.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[outfinity's solution](#)

981.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[outfinity's solution](#)

982.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[outfinity's solution](#)

983.

2000E

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Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[outfinity's solution](#)

984.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

985.

1983C

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

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

[outfinity's solution](#)

986.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[outfinity's solution](#)

987.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[outfinity's solution](#)

988.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[outfinity's solution](#)

989.

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

990.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[outfinity's solution](#)

991.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[outfinity's solution](#)

992.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[outfinity's solution](#)

993.

1919C

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Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[outfinity's solution](#)

994.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[outfinity's solution](#)

995.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[outfinity's solution](#)

996.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[outfinity's solution](#)

997.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[outfinity's solution](#)

998.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[outfinity's solution](#)

999.

1855C1

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

Rating: 1400 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

1000.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[outfinity's solution](#)

1001.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[outfinity's solution](#)

1002.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

1003.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

1004.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[outfinity's solution](#)

1005.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[outfinity's solution](#)

1006.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[outfinity's solution](#)

1007.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[outfinity's solution](#)

1008.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[outfinity's solution](#)

1009.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[outfinity's solution](#)

1010.

1772D

[Absolute Sorting](#) · [Tutorial](#)

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

[outfinity's solution](#)

1011.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[outfinity's solution](#)

1012.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[outfinity's solution](#)

1013.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1014.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[outfinity's solution](#)

1015.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[outfinity's solution](#)

1016.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[outfinity's solution](#)

1017.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[outfinity's solution](#)

1018.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[outfinity's solution](#)

1019.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[outfinity's solution](#)

1020.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[outfinity's solution](#)

1021.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[outfinity's solution](#)

1022.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1023.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[outfinity's solution](#)

1024.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[outfinity's solution](#)

1025.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[outfinity's solution](#)

1026.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[outfinity's solution](#)

1027.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[outfinity's solution](#)

1028.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[outfinity's solution](#)

1029.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[outfinity's solution](#)

1030.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[outfinity's solution](#)

1031.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[outfinity's solution](#)

1032.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[outfinity's solution](#)

1033.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[outfinity's solution](#)

1034.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[outfinity's solution](#)

1035.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[outfinity's solution](#)

1036.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
[outfinity's solution](#)

1037.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[outfinity's solution](#)

1038.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[outfinity's solution](#)

1039.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[outfinity's solution](#)

1040.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[outfinity's solution](#)

1041.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
[outfinity's solution](#)

1042.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[outfinity's solution](#)

1043.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[outfinity's solution](#)

1044.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[outfinity's solution](#)

1045.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

1046.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

1047.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
[outfinity's solution](#)

1048.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[outfinity's solution](#)

1049.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[outfinity's solution](#)

1050.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[outfinity's solution](#)

1051.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[outfinity's solution](#)

1052.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[outfinity's solution](#)

1053.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[outfinity's solution](#)

1054.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[outfinity's solution](#)

1055.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[outfinity's solution](#)

1056.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[outfinity's solution](#)

1057.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[outfinity's solution](#)

1058.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[outfinity's solution](#)

1059.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1060.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[outfinity's solution](#)

1061.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[outfinity's solution](#)

1062.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[outfinity's solution](#)

1063.

550B

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

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[outfinity's solution](#)

1064.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[outfinity's solution](#)

1065.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[outfinity's solution](#)

1066.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[outfinity's solution](#)

1067.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[outfinity's solution](#)

1068.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[outfinity's solution](#)

1069.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[outfinity's solution](#)

1070.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[outfinity's solution](#)

1071.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[outfinity's solution](#)

1072.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[outfinity's solution](#)

1073.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[outfinity's solution](#)

1074.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[outfinity's solution](#)

1075.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[outfinity's solution](#)

1076.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

1077.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[outfinity's solution](#)

1078.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[outfinity's solution](#)

1079.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

1080.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[outfinity's solution](#)

1081.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[outfinity's solution](#)

1082.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[outfinity's solution](#)

1083.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[outfinity's solution](#)

1084.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[outfinity's solution](#)

1085.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[outfinity's solution](#)

1086.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[outfinity's solution](#)

1087.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[outfinity's solution](#)

1088.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[outfinity's solution](#)

1089.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[outfinity's solution](#)

1090.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[outfinity's solution](#)

1091.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[outfinity's solution](#)

1092.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[outfinity's solution](#)

1093.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[outfinity's solution](#)

1094.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

1095.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[outfinity's solution](#)

1096.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[outfinity's solution](#)

1097.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[outfinity's solution](#)

1098.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[outfinity's solution](#)

1099.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[outfinity's solution](#)

1100.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[outfinity's solution](#)

1101.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

1102.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[outfinity's solution](#)

1103.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[outfinity's solution](#)

1104.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

1105.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[outfinity's solution](#)

1106.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[outfinity's solution](#)

1107.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[outfinity's solution](#)

1108.

1818C

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

Rating: 1500 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[outfinity's solution](#)

1109.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1110.

1814C

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

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

[outfinity's solution](#)

1111.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[outfinity's solution](#)

1112.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

1113.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[outfinity's solution](#)

1114.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[outfinity's solution](#)

1115.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[outfinity's solution](#)

1116.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation

[outfinity's solution](#)

1117.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1118.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[outfinity's solution](#)

1119.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[outfinity's solution](#)

1120.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[outfinity's solution](#)

1121.

1754C2

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

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1122.

1744E1

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1123.

1742G

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1124.

1738C

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1125.

1739C

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1126.

1711C

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1127.

566F

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1128.

1690E

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1129.

1110C

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1130.

417A

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1131.

1676H2

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1132.

1673C

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1133.

1178D

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1134.

1575J

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1135.

1579C

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1136.

1611D

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1137.

1616C

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1138.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1139.

1659C

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Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

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1140.

1416A

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1141.

859C

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1142.

1651C

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1143.

1553D

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[outfinity's solution](#)

1144.

1332C

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1145.

676C

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1146.

1400C

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1147.

1372C

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1148.

1399D

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1149.

1368B

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1150.

276C

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1151.

2A

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1152.

1499C

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1153.

1646C

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1154.

1630A

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1155.

1631C

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1156.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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1157.

817B

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1158.

1253C

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1159.

1621B

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1160.

1426D

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1161.

1114B

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1162.

982C

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1323B

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1164.

1409D

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1165.

455A

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1166.

1614C

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1167.

1269B

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1168.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1169.

1492C

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1170.

1418C

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1171.

580B

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1172.

1385D

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Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
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1173.

873B

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1174.

1101C

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1175.

977E

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Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
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1176.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
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1177.

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1178.

1249C2

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1179.

1326D1

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1180.

166E

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1181.

1339C

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1182.

1213D1

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1183.

1408C

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1184.

1301B

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1185.

1062B

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1186.

1051C

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1187.

1139C

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1188.

1203E

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1189.

1201B

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1190.

1462E1

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1191.

1102D

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1192.

1133D

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Quality: 16,459 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
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1193.

510B

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Quality: 16,210 global accepts · Rating: 1500 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
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1194.

1552B

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1195.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1196.

39J

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Quality: 3,572 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
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1197.

545C

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1198.

1551C

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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

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1199.

1163B1

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Quality: 7,331 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[outfinity's solution](#)

1200.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1201.

771A

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Quality: 17,734 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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1202.

1506E

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1203.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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1204.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[outfinity's solution](#)

1205.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[outfinity's solution](#)

1206.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

1207.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1208.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[outfinity's solution](#)

1209.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1210.

1106D

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1211.

1515D

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1212.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
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1213.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1214.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math
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1215.

702B

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Quality: 13,634 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[outfinity's solution](#)

1216.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,740 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[outfinity's solution](#)

1217.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
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1218.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[outfinity's solution](#)

1219.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[outfinity's solution](#)

1220.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[outfinity's solution](#)

1221.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[outfinity's solution](#)

1222.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths
[outfinity's solution](#)

1223.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[outfinity's solution](#)

1224.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[outfinity's solution](#)

1225.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[outfinity's solution](#)

1226.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
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1227.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[outfinity's solution](#)

1228.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[outfinity's solution](#)

1229.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[outfinity's solution](#)

1230.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[outfinity's solution](#)

1231.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[outfinity's solution](#)

1232.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[outfinity's solution](#)

1233.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[outfinity's solution](#)

1234.

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[outfinity's solution](#)

1235.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[outfinity's solution](#)

1236.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[outfinity's solution](#)

1237.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[outfinity's solution](#)

1238.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, graphs, greedy, sortings, trees

[outfinity's solution](#)

1239.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[outfinity's solution](#)

1240.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[outfinity's solution](#)

1241.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[outfinity's solution](#)

1242.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[outfinity's solution](#)

1243.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[outfinity's solution](#)

1244.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[outfinity's solution](#)

1245.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[outfinity's solution](#)

1246.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[outfinity's solution](#)

1247.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[outfinity's solution](#)

1248.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[outfinity's solution](#)

1249.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

1250.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[outfinity's solution](#)

1251.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[outfinity's solution](#)

1252.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

1253.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[outfinity's solution](#)

1254.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[outfinity's solution](#)

1255.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[outfinity's solution](#)

1256.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[outfinity's solution](#)

1257.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[outfinity's solution](#)

1258.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, strings

[outfinity's solution](#)

1259.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[outfinity's solution](#)

1260.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[outfinity's solution](#)

1261.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[outfinity's solution](#)

1262.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-05 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1263.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[outfinity's solution](#)

1264.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[outfinity's solution](#)

1265.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[outfinity's solution](#)

1266.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[outfinity's solution](#)

1267.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[outfinity's solution](#)

1268.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[outfinity's solution](#)

1269.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[outfinity's solution](#)

1270.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[outfinity's solution](#)

1271.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[outfinity's solution](#)

1272.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[outfinity's solution](#)

1273.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[outfinity's solution](#)

1274.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[outfinity's solution](#)

1275.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[outfinity's solution](#)

1276.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[outfinity's solution](#)

1277.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[outfinity's solution](#)

1278.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[outfinity's solution](#)

1279.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[outfinity's solution](#)

1280.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[outfinity's solution](#)

1281.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[outfinity's solution](#)

1282.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[outfinity's solution](#)

1283.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[outfinity's solution](#)

1284.

1678C

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

Rating: 1600 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[outfinity's solution](#)

1285.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

1286.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[outfinity's solution](#)

1287.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-27 · last AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[outfinity's solution](#)

1288.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[outfinity's solution](#)

1289.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[outfinity's solution](#)

1290.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[outfinity's solution](#)

1291.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[outfinity's solution](#)

1292.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[outfinity's solution](#)

1293.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[outfinity's solution](#)

1294.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[outfinity's solution](#)

1295.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy
[outfinity's solution](#)

1296.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[outfinity's solution](#)

1297.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[outfinity's solution](#)

1298.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games
[outfinity's solution](#)

1299.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees
[outfinity's solution](#)

1300.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1301.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[outfinity's solution](#)

1302.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[outfinity's solution](#)

1303.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[outfinity's solution](#)

1304.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[outfinity's solution](#)

1305.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[outfinity's solution](#)

1306.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[outfinity's solution](#)

1307.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[outfinity's solution](#)

1308.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1309.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[outfinity's solution](#)

1310.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[outfinity's solution](#)

1311.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[outfinity's solution](#)

1312.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[outfinity's solution](#)

1313.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[outfinity's solution](#)

1314.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[outfinity's solution](#)

1315.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[outfinity's solution](#)

1316.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[outfinity's solution](#)

1317.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1318.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

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1319.

1395C

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1320.

244B

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[outfinity's solution](#)

1321.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

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1322.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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1323.

348A

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[outfinity's solution](#)

1324.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[outfinity's solution](#)

1325.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

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1326.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[outfinity's solution](#)

1327.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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1328.

615B

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Quality: 5,740 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[outfinity's solution](#)

1329.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1330.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[outfinity's solution](#)

1331.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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1332.

52B

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Quality: 2,406 global accepts · Rating: 1600 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
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1333.

1151B

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Quality: 12,838 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[outfinity's solution](#)

1334.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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1335.

235A

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Quality: 20,987 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[outfinity's solution](#)

1336.

1603B

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Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[outfinity's solution](#)

1337.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[outfinity's solution](#)

1338.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[outfinity's solution](#)

1339.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[outfinity's solution](#)

1340.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
[outfinity's solution](#)

1341.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[outfinity's solution](#)

1342.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[outfinity's solution](#)

1343.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[outfinity's solution](#)

1344.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[outfinity's solution](#)

1345.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[outfinity's solution](#)

1346.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[outfinity's solution](#)

1347.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[outfinity's solution](#)

1348.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[outfinity's solution](#)

1349.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[outfinity's solution](#)

1350.

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1351.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[outfinity's solution](#)

1352.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[outfinity's solution](#)

1353.

1175B

[Catch Overflow! · Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[outfinity's solution](#)

1354.

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[outfinity's solution](#)

1355.

1295C

[Obtain The String · Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[outfinity's solution](#)

1356.

1513C

[Add One · Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[outfinity's solution](#)

1357.

1006E

[Military Problem · Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[outfinity's solution](#)

1358.

1B

[Spreadsheet · Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

1359.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[outfinity's solution](#)

1360.

1352G

[Special Permutation · Tutorial](#)

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

1361.

1085C

[Connect Three · Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

1362.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[outfinity's solution](#)

1363.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[outfinity's solution](#)

1364.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[outfinity's solution](#)

1365.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[outfinity's solution](#)

1366.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[outfinity's solution](#)

1367.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[outfinity's solution](#)

1368.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[outfinity's solution](#)

1369.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

1370.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[outfinity's solution](#)

1371.

1995B2

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

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

[outfinity's solution](#)

1372.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[outfinity's solution](#)

1373.

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[outfinity's solution](#)

1374.

1982D

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

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

[outfinity's solution](#)

1375.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[outfinity's solution](#)

1376.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[outfinity's solution](#)

1377.

1942C2

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

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

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1378.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[outfinity's solution](#)

1379.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[outfinity's solution](#)

1380.

1936A

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

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[outfinity's solution](#)

1381.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[outfinity's solution](#)

1382.

1898C

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Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1383.

1890D

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Rating: 1700 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings
[outfinity's solution](#)

1384.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1385.

1879D

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

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[outfinity's solution](#)

1386.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[outfinity's solution](#)

1387.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[outfinity's solution](#)

1388.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[outfinity's solution](#)

1389.

1321D

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

Rating: 1700 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
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1390.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: games, math
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1391.

1829H

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Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1392.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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1393.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[outfinity's solution](#)

1394.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[outfinity's solution](#)

1395.

1814B

[Long Legs](#) · [Tutorial](#)

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

[outfinity's solution](#)

1396.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[outfinity's solution](#)

1397.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[outfinity's solution](#)

1398.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[outfinity's solution](#)

1399.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[outfinity's solution](#)

1400.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[outfinity's solution](#)

1401.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[outfinity's solution](#)

1402.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[outfinity's solution](#)

1403.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[outfinity's solution](#)

1404.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[outfinity's solution](#)

1405.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[outfinity's solution](#)

1406.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[outfinity's solution](#)

1407.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[outfinity's solution](#)

1408.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[outfinity's solution](#)

1409.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[outfinity's solution](#)

1410.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[outfinity's solution](#)

1411.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[outfinity's solution](#)

1412.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[outfinity's solution](#)

1413.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[outfinity's solution](#)

1414.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[outfinity's solution](#)

1415.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[outfinity's solution](#)

1416.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[outfinity's solution](#)

1417.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[outfinity's solution](#)

1418.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[outfinity's solution](#)

1419.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[outfinity's solution](#)

1420.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[outfinity's solution](#)

1421.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[outfinity's solution](#)

1422.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings
[outfinity's solution](#)

1423.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[outfinity's solution](#)

1424.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[outfinity's solution](#)

1425.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[outfinity's solution](#)

1426.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[outfinity's solution](#)

1427.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[outfinity's solution](#)

1428.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[outfinity's solution](#)

1429.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[outfinity's solution](#)

1430.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
[outfinity's solution](#)

1431.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[outfinity's solution](#)

1432.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[outfinity's solution](#)

1433.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[outfinity's solution](#)

1434.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[outfinity's solution](#)

1435.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1436.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[outfinity's solution](#)

1437.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[outfinity's solution](#)

1438.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[outfinity's solution](#)

1439.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[outfinity's solution](#)

1440.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force

[outfinity's solution](#)

1441.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[outfinity's solution](#)

1442.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[outfinity's solution](#)

1443.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[outfinity's solution](#)

1444.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[outfinity's solution](#)

1445.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[outfinity's solution](#)

1446.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[outfinity's solution](#)

1447.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[outfinity's solution](#)

1448.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[outfinity's solution](#)

1449.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[outfinity's solution](#)

1450.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[outfinity's solution](#)

1451.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[outfinity's solution](#)

1452.

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[outfinity's solution](#)

1453.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[outfinity's solution](#)

1454.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[outfinity's solution](#)

1455.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[outfinity's solution](#)

1456.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[outfinity's solution](#)

1457.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[outfinity's solution](#)

1458.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[outfinity's solution](#)

1459.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[outfinity's solution](#)

1460.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[outfinity's solution](#)

1461.

1660F1

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

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

[outfinity's solution](#)

1462.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, dp, graphs, trees

[outfinity's solution](#)

1463.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[outfinity's solution](#)

1464.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[outfinity's solution](#)

1465.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[outfinity's solution](#)

1466.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[outfinity's solution](#)

1467.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[outfinity's solution](#)

1468.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[outfinity's solution](#)

1469.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[outfinity's solution](#)

1470.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest paths

[outfinity's solution](#)

1471.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[outfinity's solution](#)

1472.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[outfinity's solution](#)

1473.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[outfinity's solution](#)

1474.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
[outfinity's solution](#)

1475.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers
[outfinity's solution](#)

1476.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[outfinity's solution](#)

1477.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[outfinity's solution](#)

1478.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation
[outfinity's solution](#)

1479.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math
[outfinity's solution](#)

1480.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[outfinity's solution](#)

1481.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[outfinity's solution](#)

1482.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[outfinity's solution](#)

1483.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[outfinity's solution](#)

1484.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[outfinity's solution](#)

1485.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[outfinity's solution](#)

1486.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[outfinity's solution](#)

1487.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[outfinity's solution](#)

1488.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[outfinity's solution](#)

1489.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[outfinity's solution](#)

1490.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[outfinity's solution](#)

1491.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[outfinity's solution](#)

1492.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[outfinity's solution](#)

1493.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[outfinity's solution](#)

1494.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[outfinity's solution](#)

1495.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[outfinity's solution](#)

1496.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

1497.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

1498.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1499.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[outfinity's solution](#)

1500.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[outfinity's solution](#)

1501.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[outfinity's solution](#)

1502.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[outfinity's solution](#)

1503.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[outfinity's solution](#)

1504.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[outfinity's solution](#)

1505.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[outfinity's solution](#)

1506.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[outfinity's solution](#)

1507.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[outfinity's solution](#)

1508.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[outfinity's solution](#)

1509.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1510.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

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1511.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[outfinity's solution](#)

1512.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[outfinity's solution](#)

1513.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1514.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
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1515.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
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1516.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[outfinity's solution](#)

1517.

1157C2

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

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

1518.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[outfinity's solution](#)

1519.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
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1520.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[outfinity's solution](#)

1521.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
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1522.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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1523.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[outfinity's solution](#)

1524.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[outfinity's solution](#)

1525.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[outfinity's solution](#)

1526.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[outfinity's solution](#)

1527.

1006D

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Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

1528.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

1529.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[outfinity's solution](#)

1530.

409D

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Quality: 1,803 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[outfinity's solution](#)

1531.

409C

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[outfinity's solution](#)

1532.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

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1533.

1467B

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Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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1534.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1535.

2127D

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

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1536.

2081A

[Math Division](#) · Tutorial

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[outfinity's solution](#)

1537.

2071D1

[Infinite Sequence \(Easy Version\)](#) · Tutorial

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

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1538.

2069D

[Palindrome Shuffle](#) · Tutorial

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

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1539.

2043D

[Problem about GCD](#) · Tutorial

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[outfinity's solution](#)

1540.

1912K

[Kim's Quest](#) · Tutorial

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[outfinity's solution](#)

1541.

2032D

[Genokraken](#) · Tutorial

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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1542.

1979D

[Fixing a Binary String](#) · Tutorial

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

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1543.

1974E

[Money Buys Happiness](#) · Tutorial

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[outfinity's solution](#)

1544.

1968F

[Equal XOR Segments](#) · Tutorial

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[outfinity's solution](#)

1545.

1954D

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Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[outfinity's solution](#)

1546.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[outfinity's solution](#)

1547.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
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1548.

1034A

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[outfinity's solution](#)

1549.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[outfinity's solution](#)

1550.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
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1551.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[outfinity's solution](#)

1552.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
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1553.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[outfinity's solution](#)

1554.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[outfinity's solution](#)

1555.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[outfinity's solution](#)

1556.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[outfinity's solution](#)

1557.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[outfinity's solution](#)

1558.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

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1559.

1841C

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

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1560.

245H

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Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

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1561.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[outfinity's solution](#)

1562.

1077E

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1563.

1805D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1564.

1409E

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Quality: 8,459 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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1565.

1809D

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1566.

1554D

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1567.

1500A

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1568.

1759F

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1569.

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1570.

1802D

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Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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1571.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
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1572.

1709C

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Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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1573.

1781D

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Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1574.

1649D

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Rating: 1800 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings
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1575.

1398D

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Quality: 12,543 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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1576.

103433D

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1577.

1750D

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Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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1578.

863D

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Quality: 3,814 global accepts · Rating: 1800 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1579.

743D

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Quality: 4,730 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
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1580.

448D

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Quality: 16,668 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
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1581.

488C

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

Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[outfinity's solution](#)

1582.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
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1583.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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1584.

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
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1585.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers
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1586.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[outfinity's solution](#)

1587.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

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1588.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

1589.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[outfinity's solution](#)

1590.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[outfinity's solution](#)

1591.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[outfinity's solution](#)

1592.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

1593.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[outfinity's solution](#)

1594.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[outfinity's solution](#)

1595.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[outfinity's solution](#)

1596.

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[outfinity's solution](#)

1597.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[outfinity's solution](#)

1598.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[outfinity's solution](#)

1599.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[outfinity's solution](#)

1600.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[outfinity's solution](#)

1601.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[outfinity's solution](#)

1602.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[outfinity's solution](#)

1603.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[outfinity's solution](#)

1604.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[outfinity's solution](#)

1605.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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1606.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[outfinity's solution](#)**1607.**

1468J

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Quality: 5,908 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[outfinity's solution](#)**1608.**

1517D

[Explorer Space · Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[outfinity's solution](#)**1609.**

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[outfinity's solution](#)**1610.**

799C

[Fountains · Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[outfinity's solution](#)**1611.**

1509C

[The Sports Festival · Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[outfinity's solution](#)**1612.**

1491D

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Quality: 8,287 global accepts · Rating: 1800 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[outfinity's solution](#)**1613.**

846C

[Four Segments · Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[outfinity's solution](#)**1614.**

946D

[Timetable · Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[outfinity's solution](#)**1615.**

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[outfinity's solution](#)**1616.**

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[outfinity's solution](#)

1617.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[outfinity's solution](#)

1618.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[outfinity's solution](#)

1619.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[outfinity's solution](#)

1620.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp
[outfinity's solution](#)

1621.

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[outfinity's solution](#)

1622.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[outfinity's solution](#)

1623.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[outfinity's solution](#)

1624.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[outfinity's solution](#)

1625.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[outfinity's solution](#)

1626.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, implementation
[outfinity's solution](#)

1627.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[outfinity's solution](#)

1628.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[outfinity's solution](#)

1629.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[outfinity's solution](#)

1630.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[outfinity's solution](#)

1631.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[outfinity's solution](#)

1632.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

1633.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[outfinity's solution](#)

1634.

161D

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Quality: 19,185 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[outfinity's solution](#)

1635.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[outfinity's solution](#)

1636.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[outfinity's solution](#)

1637.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[outfinity's solution](#)

1638.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[outfinity's solution](#)

1639.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[outfinity's solution](#)

1640.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[outfinity's solution](#)

1641.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[outfinity's solution](#)

1642.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

1643.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[outfinity's solution](#)

1644.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[outfinity's solution](#)

1645.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[outfinity's solution](#)

1646.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[outfinity's solution](#)

1647.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[outfinity's solution](#)

1648.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[outfinity's solution](#)

1649.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[outfinity's solution](#)

1650.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-09-21 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[outfinity's solution](#)

1651.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[outfinity's solution](#)

1652.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[outfinity's solution](#)

1653.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[outfinity's solution](#)

1654.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[outfinity's solution](#)

1655.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[outfinity's solution](#)

1656.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[outfinity's solution](#)

1657.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[outfinity's solution](#)

1658.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[outfinity's solution](#)

1659.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[outfinity's solution](#)

1660.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[outfinity's solution](#)

1661.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[outfinity's solution](#)

1662.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[outfinity's solution](#)

1663.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

1664.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[outfinity's solution](#)

1665.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[outfinity's solution](#)

1666.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[outfinity's solution](#)

1667.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[outfinity's solution](#)

1668.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[outfinity's solution](#)

1669.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[outfinity's solution](#)

1670.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[outfinity's solution](#)

1671.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[outfinity's solution](#)

1672.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[outfinity's solution](#)

1673.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[outfinity's solution](#)

1674.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[outfinity's solution](#)

1675.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[outfinity's solution](#)

1676.

1946D

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

[outfinity's solution](#)

1677.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[outfinity's solution](#)

1678.

1918D

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Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[outfinity's solution](#)

1679.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[outfinity's solution](#)

1680.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[outfinity's solution](#)

1681.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[outfinity's solution](#)

1682.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[outfinity's solution](#)

1683.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[outfinity's solution](#)

1684.

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[outfinity's solution](#)

1685.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[outfinity's solution](#)

1686.

1888D2

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

Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[outfinity's solution](#)

1687.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[outfinity's solution](#)

1688.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[outfinity's solution](#)

1689.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[outfinity's solution](#)

1690.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[outfinity's solution](#)

1691.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[outfinity's solution](#)

1692.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[outfinity's solution](#)

1693.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[outfinity's solution](#)

1694.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[outfinity's solution](#)

1695.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1696.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[outfinity's solution](#)

1697.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[outfinity's solution](#)

1698.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-05-16 · last AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[outfinity's solution](#)

1699.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[outfinity's solution](#)

1700.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[outfinity's solution](#)

1701.

1818D

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Rating: 1900 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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1702.

1719D2

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1703.

1777D

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1704.

1708D

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1705.

577B

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1706.

1846G

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1707.

1175D

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1708.

1834D

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1709.

1821D

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1710.

372B

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1711.

914D

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1712.

1077F1

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1713.

1800F

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1714.

1808C

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1715.

1689D

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1716.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
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1717.

1661D

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Quality: 5,398 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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1718.

1679D

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Quality: 5,815 global accepts · Rating: 1900 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[outfinity's solution](#)

1719.

1773K

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[outfinity's solution](#)

1720.

1483B

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Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[outfinity's solution](#)

1721.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[outfinity's solution](#)

1722.

1482D

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1723.

1794D

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1724.

1799D1

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[outfinity's solution](#)

1725.

817D

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[outfinity's solution](#)

1726.

691E

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[outfinity's solution](#)

1727.

1141F2

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Quality: 4,581 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[outfinity's solution](#)

1728.

568B

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[outfinity's solution](#)

1729.

722D

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1730.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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1731.

1791G2

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[outfinity's solution](#)

1732.

1787D

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[outfinity's solution](#)

1733.

818E

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1734.

1774E

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1735.

1715D

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[outfinity's solution](#)

1736.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[outfinity's solution](#)

1737.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[outfinity's solution](#)

1738.

1747D

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[outfinity's solution](#)

1739.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1740.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1741.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[outfinity's solution](#)

1742.

1749D

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[outfinity's solution](#)

1743.

1744E2

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[outfinity's solution](#)

1744.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[outfinity's solution](#)

1745.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[outfinity's solution](#)

1746.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[outfinity's solution](#)

1747.

808D

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Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[outfinity's solution](#)

1748.

1311F

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Quality: 4,844 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[outfinity's solution](#)

1749.

1117C

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[outfinity's solution](#)

1750.

835D

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Quality: 4,662 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[outfinity's solution](#)

1751.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[outfinity's solution](#)

1752.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[outfinity's solution](#)

1753.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[outfinity's solution](#)

1754.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[outfinity's solution](#)

1755.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[outfinity's solution](#)

1756.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1757.

1371E1

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

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[outfinity's solution](#)

1758.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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1759.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1760.

191C

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Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

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1761.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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1762.

45D

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Quality: 1,973 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings

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1763.

552C

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Quality: 5,875 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[outfinity's solution](#)

1764.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[outfinity's solution](#)

1765.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[outfinity's solution](#)

1766.

1440C2

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

Rating: 1900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[outfinity's solution](#)

1767.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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1768.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
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1769.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[outfinity's solution](#)

1770.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[outfinity's solution](#)

1771.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[outfinity's solution](#)

1772.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[outfinity's solution](#)

1773.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[outfinity's solution](#)

1774.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
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1775.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[outfinity's solution](#)

1776.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings
[outfinity's solution](#)

1777.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[outfinity's solution](#)

1778.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[outfinity's solution](#)

1779.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[outfinity's solution](#)

1780.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[outfinity's solution](#)

1781.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[outfinity's solution](#)

1782.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[outfinity's solution](#)

1783.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[outfinity's solution](#)

1784.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[outfinity's solution](#)

1785.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation
[outfinity's solution](#)

1786.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees
[outfinity's solution](#)

1787.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[outfinity's solution](#)

1788.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

1789.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[outfinity's solution](#)

1790.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[outfinity's solution](#)

1791.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[outfinity's solution](#)

1792.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-29 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[outfinity's solution](#)

1793.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[outfinity's solution](#)

1794.

999D

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

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[outfinity's solution](#)

1795.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[outfinity's solution](#)

1796.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1797.

2194E

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Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation
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1798.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
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1799.

1956D

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Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
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1800.

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[outfinity's solution](#)

1801.

1506G

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Quality: 4,834 global accepts · Rating: 2000 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
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1802.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[outfinity's solution](#)

1803.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
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1804.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
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1805.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
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1806.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[outfinity's solution](#)

1807.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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1808.

2041C

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Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

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1809.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

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1810.

1988D

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Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[outfinity's solution](#)

1811.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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1812.

1976D

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1813.

1951E

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1814.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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1815.

1936B

[Pinball](#) · [Tutorial](#)

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1816.

88E

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Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1817.

1905D

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1818.

776D

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1819.

1900D

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Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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1820.

1890E1

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

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[outfinity's solution](#)

1821.

1082E

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1822.

1891F

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[outfinity's solution](#)

1823.

1191F

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[outfinity's solution](#)

1824.

103433I

[Minimal Product](#) · [Tutorial](#)

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[outfinity's solution](#)

1825.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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1826.

1857G

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1827.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[outfinity's solution](#)

1828.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers
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1829.

1841D

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Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
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1830.

1536D

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Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
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1831.

1831D

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Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math
[outfinity's solution](#)

1832.

1363E

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Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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1833.

1816D

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Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[outfinity's solution](#)

1834.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[outfinity's solution](#)

1835.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
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1836.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[outfinity's solution](#)

1837.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
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1838.

1101D

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Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
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1839.

1783D

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[outfinity's solution](#)

1840.

522D

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Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures
[outfinity's solution](#)

1841.

1731E

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[outfinity's solution](#)

1842.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
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1843.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[outfinity's solution](#)

1844.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

1845.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1846.

817E

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1847.

1754E

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Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[outfinity's solution](#)

1848.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

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1849.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

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1850.

383C

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1851.

1702G2

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Quality: 5,790 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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1852.

1294F

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1853.

545E

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1854.

1391D

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1855.

1399E1

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1856.

474E

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Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

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1857.

842C

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1858.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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1859.

1156C

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Quality: 6,671 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

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1860.

1454E

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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1861.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

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1862.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

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1863.

1304E

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1864.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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1865.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[outfinity's solution](#)

1866.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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1867.

514C

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Quality: 8,159 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures,

hashing, string suffix structures, strings

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1868.

242E

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Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-03-09 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[outfinity's solution](#)

1869.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

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1870.

920F

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Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

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1871.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[outfinity's solution](#)

1872.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

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1873.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[outfinity's solution](#)

1874.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[outfinity's solution](#)

1875.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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1876.

863E

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Quality: 4,063 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[outfinity's solution](#)

1877.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[outfinity's solution](#)

1878.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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1879.

540C

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Quality: 8,236 global accepts · Rating: 2000 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[outfinity's solution](#)

1880.

999E

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Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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1881.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[outfinity's solution](#)

1882.

2150C

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Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[outfinity's solution](#)

1883.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[outfinity's solution](#)

1884.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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1885.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[outfinity's solution](#)

1886.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[outfinity's solution](#)

1887.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1888.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[outfinity's solution](#)

1889.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[outfinity's solution](#)

1890.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[outfinity's solution](#)

1891.

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[outfinity's solution](#)

1892.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[outfinity's solution](#)

1893.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[outfinity's solution](#)

1894.

1942D

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

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

[outfinity's solution](#)

1895.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[outfinity's solution](#)

1896.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[outfinity's solution](#)

1897.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu,

greedy, implementation, strings

[outfinity's solution](#)

1898.

1925E

[Space Harbour](#) · [Tutorial](#)

Quality: 2100 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[outfinity's solution](#)

1899.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[outfinity's solution](#)

1900.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[outfinity's solution](#)

1901.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[outfinity's solution](#)

1902.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[outfinity's solution](#)

1903.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[outfinity's solution](#)

1904.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1905.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[outfinity's solution](#)

1906.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[outfinity's solution](#)

1907.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1908.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[outfinity's solution](#)

1909.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[outfinity's solution](#)

1910.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[outfinity's solution](#)

1911.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[outfinity's solution](#)

1912.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[outfinity's solution](#)

1913.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[outfinity's solution](#)

1914.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[outfinity's solution](#)

1915.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[outfinity's solution](#)

1916.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[outfinity's solution](#)

1917.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[outfinity's solution](#)

1918.

1808D

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

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[outfinity's solution](#)**1919.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[outfinity's solution](#)**1920.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[outfinity's solution](#)**1921.**

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[outfinity's solution](#)**1922.**

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[outfinity's solution](#)**1923.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[outfinity's solution](#)**1924.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[outfinity's solution](#)**1925.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[outfinity's solution](#)**1926.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[outfinity's solution](#)**1927.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[outfinity's solution](#)

1928.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

1929.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[outfinity's solution](#)

1930.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[outfinity's solution](#)

1931.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[outfinity's solution](#)

1932.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[outfinity's solution](#)

1933.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[outfinity's solution](#)

1934.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[outfinity's solution](#)

1935.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[outfinity's solution](#)

1936.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[outfinity's solution](#)

1937.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[outfinity's solution](#)

1938.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[outfinity's solution](#)

1939.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[outfinity's solution](#)

1940.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[outfinity's solution](#)

1941.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[outfinity's solution](#)

1942.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[outfinity's solution](#)

1943.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[outfinity's solution](#)

1944.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-07-09 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[outfinity's solution](#)

1945.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings
[outfinity's solution](#)

1946.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[outfinity's solution](#)

1947.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[outfinity's solution](#)

1948.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[outfinity's solution](#)

1949.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[outfinity's solution](#)

1950.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[outfinity's solution](#)

1951.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
[outfinity's solution](#)

1952.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[outfinity's solution](#)

1953.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[outfinity's solution](#)

1954.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings
[outfinity's solution](#)

1955.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[outfinity's solution](#)

1956.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[outfinity's solution](#)

1957.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees
[outfinity's solution](#)

1958.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[outfinity's solution](#)

1959.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[outfinity's solution](#)

1960.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-30 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[outfinity's solution](#)

1961.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[outfinity's solution](#)

1962.

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[outfinity's solution](#)

1963.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[outfinity's solution](#)

1964.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[outfinity's solution](#)

1965.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[outfinity's solution](#)

1966.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[outfinity's solution](#)

1967.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[outfinity's solution](#)

1968.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[outfinity's solution](#)

1969.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[outfinity's solution](#)

1970.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[outfinity's solution](#)

1971.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[outfinity's solution](#)

1972.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

1973.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[outfinity's solution](#)

1974.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[outfinity's solution](#)

1975.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[outfinity's solution](#)

1976.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[outfinity's solution](#)

1977.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[outfinity's solution](#)

1978.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[outfinity's solution](#)

1979.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[outfinity's solution](#)

1980.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[outfinity's solution](#)

1981.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[outfinity's solution](#)

1982.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[outfinity's solution](#)

1983.

1954E

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1984.

1946E

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1985.

1858D

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1986.

1848D

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1987.

1400E

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dp, greedy

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1988.

1777E

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1989.

1763E

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1990.

165E

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1991.

1840G1

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1992.

1841E

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Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

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1993.

1194E

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1994.

785E

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1995.

834D

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Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

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1996.

1832E

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Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

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1997.

1822G2

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1998.

1808E1

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1999.

1196F

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2000.

1800G

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2001.

1175E

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2002.

813E

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2003.

1772G

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2004.

707D

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2005.

1551F

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2006.

1763D

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Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

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2007.

592D

[Super M](#) · [Tutorial](#)

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2008.

1741G

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2009.

920G

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2010.

1695D1

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2011.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
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2012.

1154G

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2013.

56E

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2014.

903D

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Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
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2015.

617E

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[outfinity's solution](#)

2016.

86D

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2017.

52C

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2018.

1567E

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2019.

2194F1

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2020.

2182F1

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2021.

2190C

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2022.

1967C

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2023.

1989E

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2024.

1621E

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2025.

2107F1

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2026.

1768E

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2027.

1797E

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math, number theory, two pointers

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2028.

1895E

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2029.

2124F1

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2030.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

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2031.

1251E1

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2032.

2066C

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2033.

1699D

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2034.

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

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2035.

1628C

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2036.

708C

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2037.

1316E

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2038.

451E

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2039.

1188B

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2040.

2063E

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2041.

2057E1

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2043E

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2043.

2002D2

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2044.

2028E

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2045.

1912J

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Quality: 733 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2046.

1995D

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2047.

1988E

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2048.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

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2049.

1861E

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2050.

1980G

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2051.

718C

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2052.

1009F

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2053.

1942E

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2054.

1933G

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2055.

1929F

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2056.

1929E

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2057.

1928E

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2058.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

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2059.

1780F

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2060.

1919F1

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2061.

1916E

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2062.

1917D

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2063.

1914G2

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2064.

888G

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2065.

786B

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2066.

1849E

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2067.

817F

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2068.

22E

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2069.

1204E

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2070.

1843F2

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2071.

1834E

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1536E

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[outfinity's solution](#)

2073.

1825D2

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Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

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2074.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[outfinity's solution](#)

2075.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[outfinity's solution](#)

2076.

902E

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

Rating: 2300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs

[outfinity's solution](#)

2077.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[outfinity's solution](#)

2078.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[outfinity's solution](#)

2079.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[outfinity's solution](#)

2080.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[outfinity's solution](#)

2081.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[outfinity's solution](#)

2082.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[outfinity's solution](#)

2083.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[outfinity's solution](#)

2084.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[outfinity's solution](#)

2085.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[outfinity's solution](#)

2086.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[outfinity's solution](#)

2087.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[outfinity's solution](#)

2088.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[outfinity's solution](#)

2089.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[outfinity's solution](#)

2090.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[outfinity's solution](#)

2091.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[outfinity's solution](#)

2092.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[outfinity's solution](#)

2093.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[outfinity's solution](#)

2094.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[outfinity's solution](#)

2095.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[outfinity's solution](#)

2096.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[outfinity's solution](#)

2097.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[outfinity's solution](#)

2098.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[outfinity's solution](#)

2099.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[outfinity's solution](#)

2100.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[outfinity's solution](#)

2101.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[outfinity's solution](#)

2102.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[outfinity's solution](#)

2103.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[outfinity's solution](#)

2104.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[outfinity's solution](#)

2105.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[outfinity's solution](#)

2106.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[outfinity's solution](#)

2107.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees
[outfinity's solution](#)

2108.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[outfinity's solution](#)

2109.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[outfinity's solution](#)

2110.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[outfinity's solution](#)

2111.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
[outfinity's solution](#)

2112.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[outfinity's solution](#)

2113.

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

2114.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[outfinity's solution](#)

2115.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
[outfinity's solution](#)

2116.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp
[outfinity's solution](#)

2117.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[outfinity's solution](#)

2118.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[outfinity's solution](#)

2119.

1831E

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

Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[outfinity's solution](#)

2120.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[outfinity's solution](#)

2121.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, trees

[outfinity's solution](#)

2122.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[outfinity's solution](#)

2123.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[outfinity's solution](#)

2124.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[outfinity's solution](#)

2125.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[outfinity's solution](#)

2126.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[outfinity's solution](#)

2127.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[outfinity's solution](#)

2128.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[outfinity's solution](#)

2129.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[outfinity's solution](#)

2130.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[outfinity's solution](#)

2131.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[outfinity's solution](#)

2132.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[outfinity's solution](#)

2133.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[outfinity's solution](#)

2134.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[outfinity's solution](#)

2135.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[outfinity's solution](#)

2136.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[outfinity's solution](#)

2137.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[outfinity's solution](#)

2138.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[outfinity's solution](#)

2139.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[outfinity's solution](#)

2140.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[outfinity's solution](#)

2141.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[outfinity's solution](#)

2142.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[outfinity's solution](#)

2143.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[outfinity's solution](#)

2144.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[outfinity's solution](#)

2145.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[outfinity's solution](#)

2146.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[outfinity's solution](#)

2147.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[outfinity's solution](#)

2148.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[outfinity's solution](#)

2149.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[outfinity's solution](#)

2150.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[outfinity's solution](#)

2151.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[outfinity's solution](#)

2152.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[outfinity's solution](#)

2153.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[outfinity's solution](#)

2154.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[outfinity's solution](#)

2155.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[outfinity's solution](#)

2156.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[outfinity's solution](#)

2157.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[outfinity's solution](#)

2158.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[outfinity's solution](#)

2159.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[outfinity's solution](#)

2160.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[outfinity's solution](#)

2161.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[outfinity's solution](#)

2162.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[outfinity's solution](#)

2163.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[outfinity's solution](#)

2164.

741C

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

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[outfinity's solution](#)

2165.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[outfinity's solution](#)

2166.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[outfinity's solution](#)

2167.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-01-02 · last AC: 2025-01-02 · GNU C11 (first AC) · Tags: data structures, divide and conquer, dp

[outfinity's solution](#)

2168.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[outfinity's solution](#)

2169.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[outfinity's solution](#)

2170.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[outfinity's solution](#)

2171.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[outfinity's solution](#)

2172.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[outfinity's solution](#)

2173.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[outfinity's solution](#)

2174.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[outfinity's solution](#)

2175.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[outfinity's solution](#)

2176.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[outfinity's solution](#)

2177.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[outfinity's solution](#)

2178.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[outfinity's solution](#)

2179.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-07-11 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[outfinity's solution](#)

2180.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-01-30 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[outfinity's solution](#)

2181.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[outfinity's solution](#)

2182.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[outfinity's solution](#)

2183.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[outfinity's solution](#)

2184.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[outfinity's solution](#)

2185.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[outfinity's solution](#)

2186.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, dsu, graphs

[outfinity's solution](#)

2187.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[outfinity's solution](#)

2188.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[outfinity's solution](#)

2189.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[outfinity's solution](#)

2190.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[outfinity's solution](#)

2191.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[outfinity's solution](#)

2192.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[outfinity's solution](#)

2193.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[outfinity's solution](#)

2194.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[outfinity's solution](#)

2195.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[outfinity's solution](#)

2196.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[outfinity's solution](#)

2197.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[outfinity's solution](#)

2198.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2199.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[outfinity's solution](#)

2200.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · last AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2201.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2202.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · last AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2203.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2204.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2205.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2206.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2207.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2208.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2209.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2210.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2211.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2212.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2213.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2214.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2215.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2216.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2217.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2218.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2219.

105112H

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

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2220.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2221.

105112A

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

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2222.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2223.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2224.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2225.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2226.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2227.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2228.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2229.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2230.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2231.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2232.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2233.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2234.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2235.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2236.

105401I

[Mukjijppa](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2237.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2238.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2239.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2240.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2241.

104067G

[B486D6C](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2242.

104067I

[A,,=D\\$5D 5D =D'5 Cô@C 7CD=Cä2C =C,,O](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2243.

104067J

[AÄ5C0AD\\$@D² 8 C`NCD8](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2244.

104067F

[B`BD:5C`>Dt=C,,:](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2245.

104067C

[ADUC\\$OC`BCR @C 7CD5C`8CÄADò](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2246.

104067A

[B`BD:0D,,=D'5 Dt8D ;C](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2247.

105187A

[Meetings · Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[outfinity's solution](#)

2248.

102576C

[Bookface · Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[outfinity's solution](#)

2249.

102268D

[Dates · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2250.

104872C

[Driving License Exam · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2251.

104964A

[3 B\\$>D1aC€](#)

Rating: — · first AC: 2024-03-16 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2252.

104964B

[A to D](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2253.

104964C

[B to D](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2254.

104964D

[A to D](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2255.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[outfinity's solution](#)

2256.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[outfinity's solution](#)

2257.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[outfinity's solution](#)

2258.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[outfinity's solution](#)

2259.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[outfinity's solution](#)

2260.

104244D

[A to D](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2261.

104840J

[Secret Folder](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2262.

104244B

[AöCöCö:C ?Cä4C @Cæ>C](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2263.

104243D

[AÄCÖIKC=0C`LCÔKC' DCTAD\\$8C\\$0C`L](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2264.

102257B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2265.

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2266.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2267.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2268.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2269.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2270.

104772D

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

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2271.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2272.

1008813

[B BD 00 Ô=D`5 D BD >Cæ8](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2273.

1008814

[Aö>0TTC:D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2274.

100594I

[AD>0ÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2275.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2276.

101187D

[IQ D\\$5DöBäC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2277.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2278.

101187I

[ÄäDíCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2279.

101187K

[«A,,ACD;DäG ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2280.

101187A

[A 5CöD\\$KCR AC`8D\\$C€](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2281.

104770L

[Seats in the subway · Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2282.

101636D

[B 5C\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2283.

101636E

[A 45D\\$äCDAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2284.

101636G

[A00Ofal](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2285.

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[outfinity's solution](#)

2286.

101636C

[A#C0DC,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2287.

101636K

[B <C,HCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2288.

101636M

[A\\$D#AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[outfinity's solution](#)

2289.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[outfinity's solution](#)

2290.

104349E

[Shift in TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2291.

100161G

[A@C@2C,,;C 4Cä@Cä6CÔ>C4> CD2C,,6CT=C,,O](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2292.

100161E

[BTD?D >CD0Cd0](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[outfinity's solution](#)

2293.

102024A

[AÖLdäB C" ?CTICT@CP](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[outfinity's solution](#)

2294.

102024F

[A\\$C0HCT1CÔ0Dò HC ED\\$0](#)

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

[outfinity's solution](#)

2295.

102024H

[A=00d#0cä9 D\\$2C @C, Ò ?Cä ?C @CP](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2296.

102024G

[B47D00Cd=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2297.

102024D

[AÖNDTäC, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2298.

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2299.

102024C

[AD>C@D´E D =Cä2](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2300.

104640G

[Bt5CT>C\\$5CçÔ?C CCç D40D 8 CçCC 8Cç D41C,,:C](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2301.

104640L

[A\\$7CçCÄ0D\\$L Cç>C´;C 9CD5D](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2302.

104640K

[A,;5D00!EC,,O A60D4GDÄ5C4> D >Cä1D"5D BC\\$0](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2303.

104640F

[A42Ct=CäBCDKDT0CTB](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2304.

104640H

[A=2C=0D\\$>C\\$0Dò 4D´@C](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2305.

104640C

[A6@D16C#8 CÄ5Cd4D2 2D 5C´5CÔ=D´<C€](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2306.

104640A

[AöC5C2 C 9C7C](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2307.

104640E

[A@D@<CäCC4>C`LCÔ>CR DôBCÔ>](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2308.

104640B

[A`C\\$;Dò ?C CC#>C](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2309.

104640D

[B\\$5DcB CÔ0 C,,=D\\$5C';CT:D](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2310.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2311.

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2312.

104542B

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

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2313.

104542C

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

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2314.

104542A

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

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2315.

101613D

[AöC5C2 A A AC40D 4C](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2316.

101613H

[A@CäC,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2317.

101613F

[A to C](#) · [LC00D0 8C4@C](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2318.

101613C

[A to C](#) · [8CR C <C MC#8](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2319.

101613E

[A, 3D 0i0](#) · [GC,,AC`0CÄ8](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2320.

101613B

[A to C](#) · [\(C ECÄ0D\\$K](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2321.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2322.

104229C

[SocialEngineering](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2323.

104230C

[Toy Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2324.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2325.

101741J

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

Rating: — · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2326.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2327.

104329C2

[Permutaion Construction\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2328.

104329B

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

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2329.

104329C1

[Permutation Construction\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2330.

104329A

[A Matchsticks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2331.

103631B

[A?D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2332.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2333.

104273D

[A5D5C;C 4D`2C =C,,5 CäBC\\$5D\\$AD\\$2CT=CÔ>D BC€](#)

Rating: — · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2334.

104273C

[ATAD\\$!m!D BD4;DÄ5C"ââ](#)

Rating: — · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2335.

104273B

[SpamGPT-4](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2336.

104273A

[Code Plagiarism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2337.

104311C

[c0=c1](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2338.

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2339.

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2340.

104301F

[OR Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2341.

104301D

[Good Sets](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2342.

104301C

[Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2343.

104301B

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2344.

104301A

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2345.

103548B

[B 50ÄisCÔB CD>D >C48](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2346.

103548H

[A@D@C>D\\$>C¢ 1CT7 C\\$;Cä6CT=C,,9](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2347.

103548D

[AD@C12Cä 6C,,7CÔ8](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2348.

103548A

[A@Cä2CT@C#0](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2349.

104150D

[A@C1AD\\$CCö=C O D 5D\\$L](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2350.

104162G

[AäGÖT@CT4CÔ0Dò AC>C >Dt=C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2351.

104162B

[AäAÖä1CT=CÔKCR GC,,AC`0](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2352.

104162D

[A18CÄ0iä" 3Cä@Cä4CR](#)

Rating: — · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2353.

104162A

[A 10äGCÔ0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2354.

104174D

[A1@Dä?Cö8D >C\\$:C€](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2355.

104174C

[AÄDör@ C" 1C,,1C`8CäBCT:CP](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2356.

104174B

[A1@CäBC,,2CäAD\\$>Dò=C,,5 DD@C :Dd8C•](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2357.

104174A

[AäBCT;DÄÄÄ Cä=D\\$8CÔ5CÔBC ;DÄää](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2358.

104182B

[Hanoi Chips · Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[outfinity's solution](#)

2359.

104182A

[Universal Paperclips · Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[outfinity's solution](#)

2360.

100372H

[Sergey and sequence · Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[outfinity's solution](#)

2361.

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2362.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2363.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2364.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2365.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2366.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2367.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2368.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2369.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2370.

100372F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2371.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2372.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2373.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2374.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2375.

103112G

[A201AD](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2376.

101939C

[A00f8C04D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2377.

100003H

[B,t,CDD°](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2378.

100003A

[AÄ5DtBcâ C Cö @CäECä4C À Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2379.

100003F

[A,,ED\\$D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2380.

100003D

[AäTDTxçCB 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2381.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2382.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2383.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2384.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2385.

104010B

[Magnetic Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2386.

104010G

[The Length of the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2387.

103623D

[Force Meter Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2388.

103623B

[Unusual Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2389.

103623A

[Eren and the Basement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2390.

101845L

[L-shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2391.

103965F

[A\\$50d;@,,2CäAD\\$L C" <CTBD >](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2392.

103965I

[B UDAD\\$0CÔ>C\\$:C MC=ACô>CÔ0D\\$>C](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2393.

103965D

[AäAOT=CÔ5CR ?C ;C,,=CD@Cä<C,,ICP](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2394.

103965J

[B41Cä@C=0 C`8D BDÄ5C](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2395.

103965E

[AäGCF@C](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2396.

103965H

[AÖBç\\$5C`;C ?D > CäACT=DÄ](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2397.

103965B

[Aç@CçOD\\$=D`9 Cö;CT9C`8D B](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2398.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2399.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2400.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[outfinity's solution](#)

2401.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2402.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · last AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2403.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2404.

100589A

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

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2405.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[outfinity's solution](#)

2406.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2407.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · last AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2408.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2409.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2410.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2411.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2412.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · last AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2413.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2414.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2415.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2416.

103575B

[Even Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[outfinity's solution](#)

2417.

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[outfinity's solution](#)

2418.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[outfinity's solution](#)

2419.

100086E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2420.

100086D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2421.

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2422.

100086B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2423.

100086A

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2424.

102894F

[Hotel Chevalier](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2425.

102894D

[Important Documents](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2426.

102894C

[Special Christmas Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2427.

102894A

[Big Brother Is Watching You](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2428.

103369J

[AD5D\\$AC080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2429.

102811E

[Agar.io](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2430.

103294A

[Journey Home](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2431.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2432.

102898B

[Teacher Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2433.

102898A

[Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2434.

100003C

[A6>D1BC, 1CTACô@CTDC,,:D =D´5 Cæ>CDK](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2435.

100003E

[AD@caCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2436.

102811C

[AÄB0r1aD´5 C´0CDLCE](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2437.

102811B

[AÖÖCr1aD K Cö8D >Cd=D´E](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2438.

102811A

[A 2D\\$xC CD =D'5 CäAD\\$0CÔ>C\\$:C€](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2439.

103113E

[A 8D\\$xC\\$0Dò C 3C,,O](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2440.

103136E

[Why is calculator needed for? · Tutorial](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2441.

103136I

[B UCt4GT;CT=C,,5 D\\$@D44C](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2442.

103136C

[AÄ0C40Ct8Cò 4CTHCT2D´E C\\$5D”5C•](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2443.

103136A

[A T0D\\$D](#)

Rating: — · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2444.

102951B

[Studying Algorithms · Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2445.

102951A

[Maximum Distance · Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2446.

103029B

[John, Katya · Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2447.

103029A

[John and nuts · Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[outfinity's solution](#)

2448.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: *special
[outfinity's solution](#)

2449.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: —
[outfinity's solution](#)

2450.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: —
[outfinity's solution](#)