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Unique solved — pikapikachu

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- 2.**
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- 4.**
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- 5.**
1709A
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- 6.**
172A
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- 7.**
1706A
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1708A
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1705A
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10.

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1699A

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13.

1593A

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14.

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17.

1617A

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1614A

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19.

1569A

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20.

1567A

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21.

1562A

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22.

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23.

1542A

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1541A

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25.

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1537A

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27.

1536A

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28.

1535A

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29.

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30.

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1525A

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33.

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34.

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36.

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42.

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707A

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45.

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46.

681A

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47.

384A

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48.

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49.

705A

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50.

378A

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51.

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52.

703A

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151A

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56.

330A

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57.

615A

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454A

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59.

551A

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60.

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61.

427A

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62.

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63.

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448A

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59A

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69.

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71.

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520A

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492A

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617A

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75.

61A

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76.

228A

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77.

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443A

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268A

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469A

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84.

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86.

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88.

266B

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89.

136A

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90.

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546A

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148A

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93.

263A

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94.

467A

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95.

236A

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96.

281A

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97.

266A

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98.

116A

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99.

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112A

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102.

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103.

50A

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104.

158A

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105.

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106.

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107.

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108.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

109.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,686 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

110.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pikapikachu's solution](#)

111.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, number theory

[pikapikachu's solution](#)

112.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

113.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

114.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pikapikachu's solution](#)

115.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pikapikachu's solution](#)

116.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

117.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

118.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[pikapikachu's solution](#)

119.

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[pikapikachu's solution](#)

120.

1699B

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

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[pikapikachu's solution](#)

121.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[pikapikachu's solution](#)

122.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

123.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[pikapikachu's solution](#)

124.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[pikapikachu's solution](#)

125.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-20 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[pikapikachu's solution](#)

126.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[pikapikachu's solution](#)

127.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[pikapikachu's solution](#)

128.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[pikapikachu's solution](#)

129.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

130.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[pikapikachu's solution](#)

131.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math
[pikapikachu's solution](#)

132.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

133.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: math
[pikapikachu's solution](#)

134.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,069 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

135.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: brute force, math, strings
[pikapikachu's solution](#)

136.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[pikapikachu's solution](#)

137.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
[pikapikachu's solution](#)

138.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

139.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

140.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: sortings
[pikapikachu's solution](#)

141.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

142.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[pikapikachu's solution](#)

143.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

144.

556A

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

Quality: 46,399 global accepts · Rating: 900 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: greedy

[pikapikachu's solution](#)

145.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

146.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,978 global accepts · Rating: 900 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

147.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,718 global accepts · Rating: 900 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

148.

313A

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

Quality: 65,055 global accepts · Rating: 900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation, number theory

[pikapikachu's solution](#)

149.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[pikapikachu's solution](#)

150.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

151.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: strings

[pikapikachu's solution](#)

152.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[pikapikachu's solution](#)

153.

580A

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

Quality: 104,711 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[pikapikachu's solution](#)

154.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

155.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: greedy
[pikapikachu's solution](#)

156.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings
[pikapikachu's solution](#)

157.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

158.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, strings
[pikapikachu's solution](#)

159.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math
[pikapikachu's solution](#)

160.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[pikapikachu's solution](#)

161.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

162.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[pikapikachu's solution](#)

163.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[pikapikachu's solution](#)

164.

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

[pikapikachu's solution](#)

165.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[pikapikachu's solution](#)

166.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[pikapikachu's solution](#)

167.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[pikapikachu's solution](#)

168.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[pikapikachu's solution](#)

169.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-23 · last AC: 2022-01-18 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

170.

1613B

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

[pikapikachu's solution](#)

171.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[pikapikachu's solution](#)

172.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[pikapikachu's solution](#)

173.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[pikapikachu's solution](#)

174.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[pikapikachu's solution](#)

175.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[pikapikachu's solution](#)

176.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[pikapikachu's solution](#)

177.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[pikapikachu's solution](#)

178.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

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179.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[pikapikachu's solution](#)

180.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

181.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

182.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[pikapikachu's solution](#)

183.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1000 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

184.

450A

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

Quality: 44,436 global accepts · Rating: 1000 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

185.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,012 global accepts · Rating: 1000 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

186.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

187.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,849 global accepts · Rating: 1000 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: implementation, strings

[pikapikachu's solution](#)

188.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pikapikachu's solution](#)

189.

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

190.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

191.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[pikapikachu's solution](#)

192.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: sortings

[pikapikachu's solution](#)

193.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation, sortings

[pikapikachu's solution](#)

194.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

195.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

196.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

197.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation, number theory

[pikapikachu's solution](#)

198.

476A

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

Quality: 51,627 global accepts · Rating: 1000 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

199.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

200.

339B

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

Quality: 81,390 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

201.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,515 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[pikapikachu's solution](#)

202.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[pikapikachu's solution](#)

203.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

204.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,417 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

205.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,301 global accepts · Rating: 1000 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, math

[pikapikachu's solution](#)

206.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,020 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: greedy, strings

[pikapikachu's solution](#)

207.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,829 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: brute force, number theory

[pikapikachu's solution](#)

208.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[pikapikachu's solution](#)

209.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,478 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[pikapikachu's solution](#)

210.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,866 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

211.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

212.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[pikapikachu's solution](#)

213.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

214.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[pikapikachu's solution](#)

215.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

216.

584A

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

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

217.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,950 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: bitmasks

[pikapikachu's solution](#)

218.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 32,309 global accepts · Rating: 1000 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: math

[pikapikachu's solution](#)

219.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[pikapikachu's solution](#)

220.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[pikapikachu's solution](#)

221.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[pikapikachu's solution](#)

222.

1708B

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

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[pikapikachu's solution](#)

223.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[pikapikachu's solution](#)

224.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[pikapikachu's solution](#)

225.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: sortings, strings

[pikapikachu's solution](#)

226.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

227.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[pikapikachu's solution](#)

228.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[pikapikachu's solution](#)

229.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

230.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[pikapikachu's solution](#)

231.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

232.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: data structures, dp

[pikapikachu's solution](#)

233.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[pikapikachu's solution](#)

234.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[pikapikachu's solution](#)

235.

706B

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

Quality: 84,488 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[pikapikachu's solution](#)

236.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: dp, implementation

[pikapikachu's solution](#)

237.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: games, math

[pikapikachu's solution](#)

238.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2016-07-30 · last AC: 2016-07-30 · GNU C++11 (first AC) · Tags: sortings

[pikapikachu's solution](#)

239.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

240.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[pikapikachu's solution](#)

241.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[pikapikachu's solution](#)

242.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

243.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,714 global accepts · Rating: 1100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[pikapikachu's solution](#)

244.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

245.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

246.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

247.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[pikapikachu's solution](#)

248.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[pikapikachu's solution](#)

249.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

250.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

251.

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[pikapikachu's solution](#)

252.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[pikapikachu's solution](#)

253.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

254.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

255.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[pikapikachu's solution](#)

256.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[pikapikachu's solution](#)

257.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

258.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,844 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[pikapikachu's solution](#)

259.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[pikapikachu's solution](#)

260.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

261.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[pikapikachu's solution](#)

262.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[pikapikachu's solution](#)

263.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[pikapikachu's solution](#)

264.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: interactive, math

[pikapikachu's solution](#)

265.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[pikapikachu's solution](#)

266.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pikapikachu's solution](#)

267.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[pikapikachu's solution](#)

268.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[pikapikachu's solution](#)

269.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[pikapikachu's solution](#)

270.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: games

[pikapikachu's solution](#)

271.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

272.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

273.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[pikapikachu's solution](#)

274.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[pikapikachu's solution](#)

275.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[pikapikachu's solution](#)

276.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

277.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[pikapikachu's solution](#)

278.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,570 global accepts · Rating: 1200 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[pikapikachu's solution](#)

279.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[pikapikachu's solution](#)

280.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

281.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[pikapikachu's solution](#)

282.

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

283.

492B

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

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[pikapikachu's solution](#)

284.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

285.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[pikapikachu's solution](#)

286.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

287.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

288.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

289.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

290.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pikapikachu's solution](#)

291.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,240 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

292.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[pikapikachu's solution](#)

293.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

294.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[pikapikachu's solution](#)

295.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[pikapikachu's solution](#)

296.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[pikapikachu's solution](#)

297.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[pikapikachu's solution](#)

298.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[pikapikachu's solution](#)

299.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[pikapikachu's solution](#)

300.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation, math
[pikapikachu's solution](#)

301.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: graphs
[pikapikachu's solution](#)

302.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[pikapikachu's solution](#)

303.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: implementation, sortings
[pikapikachu's solution](#)

304.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[pikapikachu's solution](#)

305.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[pikapikachu's solution](#)

306.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,850 global accepts · Rating: 1300 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[pikapikachu's solution](#)

307.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[pikapikachu's solution](#)

308.

459B

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

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings

[pikapikachu's solution](#)

309.

4C

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

Quality: 108,198 global accepts · Rating: 1300 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[pikapikachu's solution](#)

310.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, dp

[pikapikachu's solution](#)

311.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,899 global accepts · Rating: 1300 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force

[pikapikachu's solution](#)

312.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

313.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

314.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[pikapikachu's solution](#)

315.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2016-04-21 · last AC: 2016-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[pikapikachu's solution](#)

316.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[pikapikachu's solution](#)

317.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[pikapikachu's solution](#)

318.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[pikapikachu's solution](#)

319.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math
[pikapikachu's solution](#)

320.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[pikapikachu's solution](#)

321.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[pikapikachu's solution](#)

322.

1167C

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

Quality: 26,012 global accepts · Rating: 1400 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
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323.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation
[pikapikachu's solution](#)

324.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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325.

1701C

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Quality: 23,845 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy,

implementation, two pointers

[pikapikachu's solution](#)

326.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[pikapikachu's solution](#)

327.

995B

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Quality: 7,446 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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328.

1541C

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Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[pikapikachu's solution](#)

329.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[pikapikachu's solution](#)

330.

1526B

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Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[pikapikachu's solution](#)

331.

1108D

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Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[pikapikachu's solution](#)

332.

978E

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Quality: 10,594 global accepts · Rating: 1400 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: combinatorics, math

[pikapikachu's solution](#)

333.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[pikapikachu's solution](#)

334.

987C

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Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[pikapikachu's solution](#)

335.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[pikapikachu's solution](#)

336.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[pikapikachu's solution](#)

337.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[pikapikachu's solution](#)

338.

479C

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Quality: 33,075 global accepts · Rating: 1400 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[pikapikachu's solution](#)

339.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,205 global accepts · Rating: 1400 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

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340.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

341.

515C

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Quality: 28,710 global accepts · Rating: 1400 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings

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342.

489C

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Quality: 51,687 global accepts · Rating: 1400 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[pikapikachu's solution](#)

343.

699B

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Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

344.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[pikapikachu's solution](#)

345.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[pikapikachu's solution](#)

346.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[pikapikachu's solution](#)

347.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

348.

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[pikapikachu's solution](#)

349.

665B

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Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: brute force

[pikapikachu's solution](#)

350.

604B

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Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[pikapikachu's solution](#)

351.

602B

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Quality: 12,081 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[pikapikachu's solution](#)

352.

534B

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Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[pikapikachu's solution](#)

353.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[pikapikachu's solution](#)

354.

1999G1

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Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[pikapikachu's solution](#)

355.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[pikapikachu's solution](#)

356.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[pikapikachu's solution](#)

357.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
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358.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[pikapikachu's solution](#)

359.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[pikapikachu's solution](#)

360.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[pikapikachu's solution](#)

361.

1546C

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

Rating: 1500 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: sortings
[pikapikachu's solution](#)

362.

1542B

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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[pikapikachu's solution](#)

363.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory
[pikapikachu's solution](#)

364.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
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365.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: greedy, strings
[pikapikachu's solution](#)

366.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
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367.

978D

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Quality: 9,956 global accepts · Rating: 1500 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: brute force, implementation, math
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368.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[pikapikachu's solution](#)

369.

709B

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Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[pikapikachu's solution](#)

370.

710C

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Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[pikapikachu's solution](#)

371.

707C

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Quality: 13,482 global accepts · Rating: 1500 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: math, number theory
[pikapikachu's solution](#)

372.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[pikapikachu's solution](#)

373.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dp
[pikapikachu's solution](#)

374.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers
[pikapikachu's solution](#)

375.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[pikapikachu's solution](#)

376.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, sortings
[pikapikachu's solution](#)

377.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[pikapikachu's solution](#)

378.

282C

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Quality: 10,183 global accepts · Rating: 1500 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[pikapikachu's solution](#)

379.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 1500 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[pikapikachu's solution](#)

380.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[pikapikachu's solution](#)

381.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[pikapikachu's solution](#)

382.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

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383.

659D

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Quality: 6,711 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[pikapikachu's solution](#)

384.

611C

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Quality: 9,041 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[pikapikachu's solution](#)

385.

608B

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Quality: 7,464 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[pikapikachu's solution](#)

386.

599B

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Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

387.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

388.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,671 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[pikapikachu's solution](#)

389.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[pikapikachu's solution](#)

390.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[pikapikachu's solution](#)

391.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[pikapikachu's solution](#)

392.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[pikapikachu's solution](#)

393.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[pikapikachu's solution](#)

394.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[pikapikachu's solution](#)

395.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[pikapikachu's solution](#)

396.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation

[pikapikachu's solution](#)

397.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pikapikachu's solution](#)

398.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[pikapikachu's solution](#)

399.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[pikapikachu's solution](#)

400.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[pikapikachu's solution](#)

401.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[pikapikachu's solution](#)

402.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[pikapikachu's solution](#)

403.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[pikapikachu's solution](#)

404.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,787 global accepts · Rating: 1600 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[pikapikachu's solution](#)

405.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[pikapikachu's solution](#)

406.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

407.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pikapikachu's solution](#)

408.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[pikapikachu's solution](#)

409.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2017-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[pikapikachu's solution](#)

410.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[pikapikachu's solution](#)

411.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-12 · last AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[pikapikachu's solution](#)

412.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[pikapikachu's solution](#)

413.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: implementation, math

[pikapikachu's solution](#)

414.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[pikapikachu's solution](#)

415.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[pikapikachu's solution](#)

416.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, greedy

[pikapikachu's solution](#)

417.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: binary search, two pointers

[pikapikachu's solution](#)

418.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[pikapikachu's solution](#)

419.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: dp, graphs

[pikapikachu's solution](#)

420.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[pikapikachu's solution](#)

421.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

422.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[pikapikachu's solution](#)

423.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[pikapikachu's solution](#)

424.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

425.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —

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426.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[pikapikachu's solution](#)

427.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math

[pikapikachu's solution](#)

428.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs

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429.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[pikapikachu's solution](#)

430.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, math

[pikapikachu's solution](#)

431.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[pikapikachu's solution](#)

432.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

433.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[pikapikachu's solution](#)

434.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[pikapikachu's solution](#)

435.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[pikapikachu's solution](#)

436.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[pikapikachu's solution](#)

437.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[pikapikachu's solution](#)

438.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[pikapikachu's solution](#)

439.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[pikapikachu's solution](#)

440.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[pikapikachu's solution](#)

441.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[pikapikachu's solution](#)

442.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[pikapikachu's solution](#)

443.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[pikapikachu's solution](#)

444.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[pikapikachu's solution](#)

445.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[pikapikachu's solution](#)

446.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[pikapikachu's solution](#)

447.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[pikapikachu's solution](#)

448.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[pikapikachu's solution](#)

449.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[pikapikachu's solution](#)

450.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2016-07-22 · last AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, greedy

[pikapikachu's solution](#)

451.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[pikapikachu's solution](#)

452.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

453.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation
[pikapikachu's solution](#)

454.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[pikapikachu's solution](#)

455.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math
[pikapikachu's solution](#)

456.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings
[pikapikachu's solution](#)

457.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · last AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs
[pikapikachu's solution](#)

458.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[pikapikachu's solution](#)

459.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[pikapikachu's solution](#)

460.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[pikapikachu's solution](#)

461.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: binary search, math
[pikapikachu's solution](#)

462.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[pikapikachu's solution](#)

463.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[pikapikachu's solution](#)

464.

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

[pikapikachu's solution](#)

465.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[pikapikachu's solution](#)

466.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[pikapikachu's solution](#)

467.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[pikapikachu's solution](#)

468.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · last AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[pikapikachu's solution](#)

469.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: greedy

[pikapikachu's solution](#)

470.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pikapikachu's solution](#)

471.

987E

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

Rating: 1800 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

472.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[pikapikachu's solution](#)

473.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[pikapikachu's solution](#)

474.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[pikapikachu's solution](#)

475.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: brute force, number theory
[pikapikachu's solution](#)

476.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees
[pikapikachu's solution](#)

477.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation
[pikapikachu's solution](#)

478.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[pikapikachu's solution](#)

479.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[pikapikachu's solution](#)

480.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: greedy
[pikapikachu's solution](#)

481.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms
[pikapikachu's solution](#)

482.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: math
[pikapikachu's solution](#)

483.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[pikapikachu's solution](#)

484.

519D

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

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-05-31 · MS C++ (first AC) · Tags: data structures, dp, two pointers
[pikapikachu's solution](#)

485.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

486.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[pikapikachu's solution](#)

487.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[pikapikachu's solution](#)

488.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[pikapikachu's solution](#)

489.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[pikapikachu's solution](#)

490.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pikapikachu's solution](#)

491.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[pikapikachu's solution](#)

492.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,403 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[pikapikachu's solution](#)

493.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[pikapikachu's solution](#)

494.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[pikapikachu's solution](#)

495.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[pikapikachu's solution](#)

496.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[pikapikachu's solution](#)

497.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[pikapikachu's solution](#)

498.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math
[pikapikachu's solution](#)

499.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
[pikapikachu's solution](#)

500.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[pikapikachu's solution](#)

501.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dp
[pikapikachu's solution](#)

502.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[pikapikachu's solution](#)

503.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: implementation
[pikapikachu's solution](#)

504.

709D

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

Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, math
[pikapikachu's solution](#)

505.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[pikapikachu's solution](#)

506.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, math

[pikapikachu's solution](#)

507.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[pikapikachu's solution](#)

508.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

509.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

510.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[pikapikachu's solution](#)

511.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[pikapikachu's solution](#)

512.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[pikapikachu's solution](#)

513.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[pikapikachu's solution](#)

514.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[pikapikachu's solution](#)

515.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp

[pikapikachu's solution](#)

516.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[pikapikachu's solution](#)

517.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[pikapikachu's solution](#)

518.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[pikapikachu's solution](#)

519.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[pikapikachu's solution](#)

520.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[pikapikachu's solution](#)

521.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp
[pikapikachu's solution](#)

522.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[pikapikachu's solution](#)

523.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[pikapikachu's solution](#)

524.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[pikapikachu's solution](#)

525.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings
[pikapikachu's solution](#)

526.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-09 · last AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[pikapikachu's solution](#)

527.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

528.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[pikapikachu's solution](#)

529.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[pikapikachu's solution](#)

530.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[pikapikachu's solution](#)

531.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: dp, matrices

[pikapikachu's solution](#)

532.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: data structures, dp

[pikapikachu's solution](#)

533.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[pikapikachu's solution](#)

534.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[pikapikachu's solution](#)

535.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pikapikachu's solution](#)

536.

664C

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

Rating: 2000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: greedy

[pikapikachu's solution](#)

537.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · last AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[pikapikachu's solution](#)

538.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[pikapikachu's solution](#)

539.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[pikapikachu's solution](#)

540.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[pikapikachu's solution](#)

541.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-12-17 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[pikapikachu's solution](#)

542.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[pikapikachu's solution](#)

543.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[pikapikachu's solution](#)

544.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pikapikachu's solution](#)

545.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[pikapikachu's solution](#)

546.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[pikapikachu's solution](#)

547.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[pikapikachu's solution](#)

548.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[pikapikachu's solution](#)

549.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

550.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2016-07-17 · last AC: 2016-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[pikapikachu's solution](#)

551.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[pikapikachu's solution](#)

552.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[pikapikachu's solution](#)

553.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures

[pikapikachu's solution](#)

554.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[pikapikachu's solution](#)

555.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[pikapikachu's solution](#)

556.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[pikapikachu's solution](#)

557.

602D

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

Rating: 2100 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: math

[pikapikachu's solution](#)

558.

591D

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: geometry

[pikapikachu's solution](#)

559.

588D

[Duff in Beach](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

560.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-04-01 · last AC: 2015-04-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[pikapikachu's solution](#)

561.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[pikapikachu's solution](#)

562.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[pikapikachu's solution](#)

563.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[pikapikachu's solution](#)

564.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[pikapikachu's solution](#)

565.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[pikapikachu's solution](#)

566.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[pikapikachu's solution](#)

567.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths
[pikapikachu's solution](#)

568.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[pikapikachu's solution](#)

569.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[pikapikachu's solution](#)

570.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[pikapikachu's solution](#)

571.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[pikapikachu's solution](#)

572.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
[pikapikachu's solution](#)

573.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[pikapikachu's solution](#)

574.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[pikapikachu's solution](#)

575.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[pikapikachu's solution](#)

576.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[pikapikachu's solution](#)

577.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[pikapikachu's solution](#)

578.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[pikapikachu's solution](#)

579.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[pikapikachu's solution](#)

580.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[pikapikachu's solution](#)

581.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[pikapikachu's solution](#)

582.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[pikapikachu's solution](#)

583.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2016-10-15 · last AC: 2016-10-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[pikapikachu's solution](#)

584.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: bitmasks, dp

[pikapikachu's solution](#)

585.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[pikapikachu's solution](#)

586.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2016-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pikapikachu's solution](#)

587.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[pikapikachu's solution](#)

588.

658D

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —

[pikapikachu's solution](#)

589.

604E

[Lieses of Legendre](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[pikapikachu's solution](#)

590.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[pikapikachu's solution](#)

591.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[pikapikachu's solution](#)

592.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-10-31 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[pikapikachu's solution](#)

593.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-10-18 · last AC: 2015-10-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[pikapikachu's solution](#)

594.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[pikapikachu's solution](#)

595.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[pikapikachu's solution](#)

596.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[pikapikachu's solution](#)

597.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[pikapikachu's solution](#)

598.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[pikapikachu's solution](#)

599.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[pikapikachu's solution](#)

600.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[pikapikachu's solution](#)

601.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[pikapikachu's solution](#)

602.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: dp, trees

[pikapikachu's solution](#)

603.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dp

[pikapikachu's solution](#)

604.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: games

[pikapikachu's solution](#)

605.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[pikapikachu's solution](#)

606.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2024-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[pikapikachu's solution](#)

607.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[pikapikachu's solution](#)

608.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[pikapikachu's solution](#)

609.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[pikapikachu's solution](#)

610.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[pikapikachu's solution](#)

611.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[pikapikachu's solution](#)

612.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[pikapikachu's solution](#)

613.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · last AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[pikapikachu's solution](#)

614.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[pikapikachu's solution](#)

615.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2016-04-25 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[pikapikachu's solution](#)

616.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[pikapikachu's solution](#)

617.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[pikapikachu's solution](#)

618.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[pikapikachu's solution](#)

619.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[pikapikachu's solution](#)

620.

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[pikapikachu's solution](#)

621.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[pikapikachu's solution](#)

622.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[pikapikachu's solution](#)

623.

666C

[Codeword](#) · [Tutorial](#)

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624.

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625.

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626.

1312G

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627.

1016F

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628.

1469F

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629.

963C

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630.

1699E

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631.

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632.

1536F

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633.

1179D

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634.

868E

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635.

1270G

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636.

838D

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637.

1214F

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638.

1423F

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639.

1599F

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640.

1044F

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641.

1422E

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642.

1109E

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643.

1567F

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644.

1543E

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[pikapikachu's solution](#)

645.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

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646.

1541E1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dp, math

[pikapikachu's solution](#)

647.

1521E

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648.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-11-03 · last AC: 2015-11-03 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

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649.

1383D

[Rearrange](#) · [Tutorial](#)

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650.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[pikapikachu's solution](#)

651.

1142D

[Foreigner](#) · [Tutorial](#)

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652.

1442D

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653.

1322D

[Reality Show](#) · [Tutorial](#)

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654.

1546E

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

Rating: 2800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[pikapikachu's solution](#)

655.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

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656.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

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657.

1562F

[Tubular Bells](#) · [Tutorial](#)

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658.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

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659.

1541E2

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Rating: 2900 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dp, math

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660.

1528E

[Mashtali and Hagh Trees · Tutorial](#)

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[pikapikachu's solution](#)

661.

1546F

[AquaMoon and Wrong Coordinate · Tutorial](#)

Rating: 3000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: interactive, math

[pikapikachu's solution](#)

662.

1535F

[String Distance · Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[pikapikachu's solution](#)

663.

1526F

[Median Queries · Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-28 · last AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, probabilities

[pikapikachu's solution](#)

664.

666D

[Chain Reaction · Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry

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665.

1540D

[Inverse Inversions · Tutorial](#)

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666.

1528F

[AmShZ Farm · Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[pikapikachu's solution](#)

667.

1540E

[Tasty Dishes · Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-06-30 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: math, matrices

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668.

101086J

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Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —

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669.

101086L

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Rating: — · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: —
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670.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

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671.

101086K

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