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Unique solved — plagues

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1.

2147A

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2.

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3.

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4.

1930A

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1870A

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6.

1866A

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1810B

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8.

1810A

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9.

1740B

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1740A

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11.

1804A

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13.

1779A

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14.

1774A

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15.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

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16.

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1738A

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1709A

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19.

1689A

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20.

1700A

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21.

1680B

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22.

1680A

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23.

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1703A

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26.

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27.

1614A

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28.

1612A

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29.

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1696A

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34.

1669B

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35.

1669C

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36.

1669A

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37.

1661A

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1652B

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39.

1652A

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40.

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1646A

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43.

1611A

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44.

1624A

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47.

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48.

1615A

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1620A

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50.

1617A

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51.

1618B

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52.

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53.

1608A

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54.

1583A

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57.

1516A

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58.

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59.

1482A

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60.

1499A

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63.

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1466B

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1438A

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1437A

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1413A

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73.

1408A

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74.

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75.

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76.

1398B

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77.

1398A

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78.

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79.

1391B

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81.

1382A

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82.

1399A

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83.

1399B

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84.

1388A

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85.

1389A

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86.

1370A

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87.

1368A

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88.

1358A

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89.

1352A

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90.

1351A

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91.

1345A

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92.

1348A

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93.

1343B

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94.

1337A

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95.

1335A

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96.

1316A

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97.

1305A

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98.

1315A

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99.

1307A

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100.

1304A

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101.

1303A

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102.

1300A

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103.

1284A

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104.

1270A

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105.

1283A

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Quality: 61,299 global accepts · Rating: 800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math
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106.

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math
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107.

1257A

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108.

1223A

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Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · PyPy 3 (first AC) · Tags: math
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109.

1234A

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110.

1220A

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Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
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111.

1194A

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Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math
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112.

1191A

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Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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113.

1176A

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114.

1154A

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115.

1143A

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116.

1093A

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Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-03-29 · Python 3 (first AC) · Tags: math
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117.

2140B

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118.

1779B

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119.

1726A

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Quality: 36,559 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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120.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[plagues's solution](#)

121.

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[plagues's solution](#)

122.

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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123.

1696B

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Quality: 36,330 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[plagues's solution](#)

124.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,946 global accepts · Rating: 900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[plagues's solution](#)

125.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[plagues's solution](#)

126.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[plagues's solution](#)

127.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[plaques's solution](#)

128.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[plaques's solution](#)

129.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[plaques's solution](#)

130.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[plaques's solution](#)

131.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · last AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[plaques's solution](#)

132.

1374B

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Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[plaques's solution](#)

133.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,682 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[plaques's solution](#)

134.

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[plaques's solution](#)

135.

1350A

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Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[plaques's solution](#)

136.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[plaques's solution](#)

137.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[plaques's solution](#)

138.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[plaques's solution](#)

139.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[plaques's solution](#)

140.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[plaques's solution](#)

141.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[plaques's solution](#)

142.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[plaques's solution](#)

143.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[plaques's solution](#)

144.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[plaques's solution](#)

145.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[plaques's solution](#)

146.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[plaques's solution](#)

147.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[plaques's solution](#)

148.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[plaques's solution](#)

149.

1279A

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Quality: 17,813 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[plagues's solution](#)

150.

1225A

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Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[plagues's solution](#)

151.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[plagues's solution](#)

152.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[plagues's solution](#)

153.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: brute force, implementation, strings

[plagues's solution](#)

154.

2147B

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

Quality: 16,966 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[plagues's solution](#)

155.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[plagues's solution](#)

156.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[plagues's solution](#)

157.

1769B1

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Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, math

[plagues's solution](#)

158.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[plagues's solution](#)

159.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[plagues's solution](#)

160.

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[plagues's solution](#)

161.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[plagues's solution](#)

162.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[plagues's solution](#)

163.

1620B

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

Quality: 31,477 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[plagues's solution](#)

164.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[plagues's solution](#)

165.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[plagues's solution](#)

166.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,145 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[plagues's solution](#)

167.

1474B

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

Quality: 40,334 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[plagues's solution](#)

168.

1438B

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

Quality: 29,073 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[plagues's solution](#)

169.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[plagues's solution](#)

170.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[plagues's solution](#)

171.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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172.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[plagues's solution](#)

173.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[plagues's solution](#)

174.

1362A

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

Quality: 34,084 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[plagues's solution](#)

175.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[plagues's solution](#)

176.

1359B

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

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[plagues's solution](#)

177.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[plagues's solution](#)

178.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[plagues's solution](#)

179.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[plagues's solution](#)

180.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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181.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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182.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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183.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[plagues's solution](#)

184.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · Python 3 (first AC) · Tags: math
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185.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · Python 3 (first AC) · Tags: math, number theory
[plagues's solution](#)

186.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[plagues's solution](#)

187.

1223B

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

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

188.

1234B1

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[plagues's solution](#)

189.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[plagues's solution](#)

190.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[plagues's solution](#)

191.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: dfs and similar, graphs, implementation

[plaques's solution](#)

192.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-29 · Python 3 (first AC) · Tags: constructive algorithms, math

[plaques's solution](#)

193.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[plaques's solution](#)

194.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[plaques's solution](#)

195.

1726B

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

Quality: 16,851 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[plaques's solution](#)

196.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[plaques's solution](#)

197.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[plaques's solution](#)

198.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: implementation

[plaques's solution](#)

199.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[plaques's solution](#)

200.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[plaques's solution](#)

201.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[plagues's solution](#)

202.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[plagues's solution](#)

203.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[plagues's solution](#)

204.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[plagues's solution](#)

205.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[plagues's solution](#)

206.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[plagues's solution](#)

207.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[plagues's solution](#)

208.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[plagues's solution](#)

209.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[plagues's solution](#)

210.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[plagues's solution](#)

211.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[plagues's solution](#)

212.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[plagues's solution](#)

213.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[plagues's solution](#)

214.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[plagues's solution](#)

215.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[plagues's solution](#)

216.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[plagues's solution](#)

217.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[plagues's solution](#)

218.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[plagues's solution](#)

219.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[plagues's solution](#)

220.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[plagues's solution](#)

221.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[plagues's solution](#)

222.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs

and similar, greedy, implementation

[plagues's solution](#)

223.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[plagues's solution](#)

224.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[plagues's solution](#)

225.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[plagues's solution](#)

226.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[plagues's solution](#)

227.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · PyPy 3 (first AC) · Tags: math

[plagues's solution](#)

228.

2135A

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

Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[plagues's solution](#)

229.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[plagues's solution](#)

230.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[plagues's solution](#)

231.

1769C1

[A&C&D CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, greedy

[plagues's solution](#)

232.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[plagues's solution](#)

233.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,634 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-09-23 · PyPy 3-64 (first AC) · Tags: greedy, math
[plagues's solution](#)

234.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[plagues's solution](#)

235.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[plagues's solution](#)

236.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,715 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[plagues's solution](#)

237.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[plagues's solution](#)

238.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[plagues's solution](#)

239.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[plagues's solution](#)

240.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,360 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[plagues's solution](#)

241.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[plagues's solution](#)

242.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[plagues's solution](#)

243.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,581 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[plaques's solution](#)

244.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,814 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[plaques's solution](#)

245.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[plaques's solution](#)

246.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[plaques's solution](#)

247.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[plaques's solution](#)

248.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[plaques's solution](#)

249.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[plaques's solution](#)

250.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[plaques's solution](#)

251.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[plaques's solution](#)

252.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[plaques's solution](#)

253.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,773 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[plaques's solution](#)

254.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[plagues's solution](#)

255.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[plagues's solution](#)

256.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[plagues's solution](#)

257.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[plagues's solution](#)

258.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[plagues's solution](#)

259.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[plagues's solution](#)

260.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[plagues's solution](#)

261.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[plagues's solution](#)

262.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · last AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[plagues's solution](#)

263.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[plagues's solution](#)

264.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[plagues's solution](#)

265.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[plagues's solution](#)

266.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1200 · first AC: 2019-03-28 · Python 3 (first AC) · Tags: greedy, implementation, two pointers
[plagues's solution](#)

267.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[plagues's solution](#)

268.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[plagues's solution](#)

269.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: implementation, math
[plagues's solution](#)

270.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[plagues's solution](#)

271.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[plagues's solution](#)

272.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[plagues's solution](#)

273.

1769C2

[A>C&D&D CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp
[plagues's solution](#)

274.

1726C

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

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

275.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[plagues's solution](#)

276.

1668C

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

Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[plagues's solution](#)

277.

1602C

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

Rating: 1300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[plagues's solution](#)

278.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[plagues's solution](#)

279.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[plagues's solution](#)

280.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[plagues's solution](#)

281.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,113 global accepts · Rating: 1300 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[plagues's solution](#)

282.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[plagues's solution](#)

283.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[plagues's solution](#)

284.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[plagues's solution](#)

285.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2021-12-06 · PyPy 3-64 (first AC) · Tags: implementation

[plaques's solution](#)

286.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[plaques's solution](#)

287.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[plaques's solution](#)

288.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[plaques's solution](#)

289.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[plaques's solution](#)

290.

1372B

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

Quality: 36,394 global accepts · Rating: 1300 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[plaques's solution](#)

291.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[plaques's solution](#)

292.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,959 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[plaques's solution](#)

293.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,180 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[plaques's solution](#)

294.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[plaques's solution](#)

295.

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[plaques's solution](#)

296.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[plaques's solution](#)

297.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[plaques's solution](#)

298.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[plaques's solution](#)

299.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[plaques's solution](#)

300.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[plaques's solution](#)

301.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[plaques's solution](#)

302.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[plaques's solution](#)

303.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[plaques's solution](#)

304.

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[plaques's solution](#)

305.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[plaques's solution](#)

306.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[plaques's solution](#)

307.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[plagues's solution](#)

308.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-03-27 · last AC: 2019-03-27 · Python 3 (first AC) · Tags: greedy
[plagues's solution](#)

309.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[plagues's solution](#)

310.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[plagues's solution](#)

311.

1824A

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

Quality: 12,525 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[plagues's solution](#)

312.

1740C

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Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[plagues's solution](#)

313.

1769B2

[Aa>008Dl>C\\$0C08CR DC 9C`>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, brute force, math
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314.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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315.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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316.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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317.

1624D

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Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

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318.

1519C

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319.

1463B

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Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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320.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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321.

1369C

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322.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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323.

1374D

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324.

1370C

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325.

1365C

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326.

1362C

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327.

1363B

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Quality: 26,126 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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328.

1350B

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329.

1351C

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330.

1348B

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331.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[plagues's solution](#)

332.

1324D

[Pair of Topics](#) · [Tutorial](#)

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[plagues's solution](#)

333.

1316B

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334.

1321B

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335.

1303B

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336.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
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337.

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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338.

612C

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

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339.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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340.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
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341.

762A

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342.

416A

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343.

2147C

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Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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344.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
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345.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[plagues's solution](#)

346.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[plagues's solution](#)

347.

103994I

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

Rating: 1500 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[plagues's solution](#)

348.

1738C

[Even Number Addicts · Tutorial](#)

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[plagues's solution](#)

349.

1473C

[No More Inversions · Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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350.

1614C

[Divan and bitwise operations · Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[plagues's solution](#)

351.

1646C

[Factorials and Powers of Two · Tutorial](#)

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[plagues's solution](#)

352.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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353.

1616C

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354.

883E

[Field of Wonders · Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2021-12-06 · PyPy 3-64 (first AC) · Tags: implementation, strings

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355.

1545A

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Quality: 14,884 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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356.

1516B

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357.

1482B

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Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[plagues's solution](#)

358.

1499C

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[plagues's solution](#)

359.

1492C

[Maximum width](#) · [Tutorial](#)

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360.

1466D

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361.

1436C

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[plagues's solution](#)

362.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[plagues's solution](#)

363.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[plagues's solution](#)

364.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[plagues's solution](#)

365.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[plagues's solution](#)

366.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings

[plagues's solution](#)

367.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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368.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
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369.

1399D

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Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[plaques's solution](#)

370.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
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371.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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372.

1368B

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Quality: 21,435 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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373.

1366C

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374.

1339C

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Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
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375.

1352F

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376.

1352E

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Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers
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377.

1341C

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Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[plagues's solution](#)

378.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[plagues's solution](#)

379.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[plagues's solution](#)

380.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[plagues's solution](#)

381.

101199J

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Rating: 1500 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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382.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, math

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383.

1278B

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Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[plagues's solution](#)

384.

670D2

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Quality: 19,392 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[plagues's solution](#)

385.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[plagues's solution](#)

386.

1253C

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Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[plagues's solution](#)

387.

858C

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Quality: 5,884 global accepts · Rating: 1500 · first AC: 2019-04-05 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[plagues's solution](#)

388.

858B

[Which floor?](#) · [Tutorial](#)

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[plagues's solution](#)

389.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: brute force, implementation, strings
[plagues's solution](#)

390.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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391.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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392.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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393.

103994D

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

Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[plagues's solution](#)

394.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
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395.

1707A

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Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[plagues's solution](#)

396.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[plagues's solution](#)

397.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[plagues's solution](#)

398.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[plagues's solution](#)

399.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[plagues's solution](#)

400.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[plagues's solution](#)

401.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[plagues's solution](#)

402.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[plagues's solution](#)

403.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[plagues's solution](#)

404.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[plagues's solution](#)

405.

1526C2

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

Quality: 29,738 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[plagues's solution](#)

406.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[plagues's solution](#)

407.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[plagues's solution](#)

408.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[plagues's solution](#)

409.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[plagues's solution](#)

410.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[plagues's solution](#)

411.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,616 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[plagues's solution](#)

412.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[plagues's solution](#)

413.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · last AC: 2020-08-07 · Python 3 (first AC) · Tags: bitmasks, brute force, math

[plagues's solution](#)

414.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[plagues's solution](#)

415.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[plagues's solution](#)

416.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[plagues's solution](#)

417.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[plagues's solution](#)

418.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · last AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: games, trees
[plagues's solution](#)

419.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[plagues's solution](#)

420.

1352G

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

Quality: 24,802 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[plagues's solution](#)

421.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[plagues's solution](#)

422.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[plagues's solution](#)

423.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[plagues's solution](#)

424.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[plagues's solution](#)

425.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[plagues's solution](#)

426.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[plagues's solution](#)

427.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[plagues's solution](#)

428.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[plaques's solution](#)

429.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[plaques's solution](#)

430.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[plaques's solution](#)

431.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[plaques's solution](#)

432.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[plaques's solution](#)

433.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · PyPy 3 (first AC) · Tags: implementation

[plaques's solution](#)

434.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,706 global accepts · Rating: 1600 · first AC: 2019-03-29 · Python 3 (first AC) · Tags: binary search, dp, greedy, implementation

[plaques's solution](#)

435.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[plaques's solution](#)

436.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[plaques's solution](#)

437.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[plaques's solution](#)

438.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[plaques's solution](#)

439.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-09 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[plagues's solution](#)

440.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[plagues's solution](#)

441.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[plagues's solution](#)

442.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[plagues's solution](#)

443.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[plagues's solution](#)

444.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[plagues's solution](#)

445.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[plagues's solution](#)

446.

1694D

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

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

[plagues's solution](#)

447.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[plagues's solution](#)

448.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[plagues's solution](#)

449.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[plagues's solution](#)

450.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[plagues's solution](#)

451.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[plagues's solution](#)

452.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[plagues's solution](#)

453.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[plagues's solution](#)

454.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[plagues's solution](#)

455.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[plagues's solution](#)

456.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[plagues's solution](#)

457.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[plagues's solution](#)

458.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[plagues's solution](#)

459.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[plagues's solution](#)

460.

1382C2

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

Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[plagues's solution](#)

461.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[plagues's solution](#)

462.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[plagues's solution](#)

463.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[plagues's solution](#)

464.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[plagues's solution](#)

465.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[plagues's solution](#)

466.

1330D

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

Rating: 1700 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[plagues's solution](#)

467.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings
[plagues's solution](#)

468.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[plagues's solution](#)

469.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[plagues's solution](#)

470.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[plagues's solution](#)

471.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[plagues's solution](#)

472.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[plagues's solution](#)

473.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[plagues's solution](#)

474.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[plagues's solution](#)

475.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[plagues's solution](#)

476.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[plagues's solution](#)

477.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[plagues's solution](#)

478.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[plagues's solution](#)

479.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[plagues's solution](#)

480.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[plagues's solution](#)

481.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[plagues's solution](#)

482.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[plagues's solution](#)

483.

1769D1

[A,3D0C CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[plagues's solution](#)

484.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, number theory

[plagues's solution](#)

485.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[plagues's solution](#)

486.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[plagues's solution](#)

487.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[plagues's solution](#)

488.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[plagues's solution](#)

489.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[plagues's solution](#)

490.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[plagues's solution](#)

491.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[plagues's solution](#)

492.

1466E

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

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

[plagues's solution](#)

493.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[plagues's solution](#)

494.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[plagues's solution](#)

495.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[plagues's solution](#)

496.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[plagues's solution](#)

497.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[plagues's solution](#)

498.

1395D

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

Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings

[plagues's solution](#)

499.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[plagues's solution](#)

500.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,044 global accepts · Rating: 1800 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[plagues's solution](#)

501.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[plagues's solution](#)

502.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[plagues's solution](#)

503.

1330C

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

Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[plagues's solution](#)

504.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[plagues's solution](#)

505.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[plagues's solution](#)

506.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[plagues's solution](#)

507.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[plagues's solution](#)

508.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[plagues's solution](#)

509.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[plagues's solution](#)

510.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[plagues's solution](#)

511.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[plagues's solution](#)

512.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[plagues's solution](#)

513.

1866C

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514.

1842D

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515.

1799D1

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516.

1774E

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517.

1738D

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518.

1689D

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519.

1700D

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520.

1707B

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521.

1602D

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522.

1696D

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523.

1661D

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524.

1624G

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525.

1627D

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526.

20C

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527.

1620E

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528.

883I

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529.

883G

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530.

1613D

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531.

1593D2

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532.

1545B

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533.

1482D

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534.

1492D

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535.

1463D

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1413C

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537.

1436D

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538.

1384D

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539.

1371E1

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540.

1220D

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541.

1375D

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542.

1367E

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543.

1354D

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544.

1365E

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545.

1361B

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546.

1348D

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[plaques's solution](#)

547.

1303D

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548.

2138C2

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549.

2135C

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550.

2129C2

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551.

1905D

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552.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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553.

1889C1

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554.

1827B1

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555.

1815B

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556.

1804D

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557.

1763C

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558.

852B

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559.

1726D

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[plaques's solution](#)

560.

1680E

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[plaques's solution](#)

561.

1612E

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562.

1696E

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563.

1685B

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564.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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565.

1624E

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566.

1624F

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567.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[plaques's solution](#)

568.

1622D

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569.

1620D

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1613E

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571.

1588B

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572.

1408D

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573.

1417D

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Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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574.

1391D

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575.

1399E1

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576.

1385E

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577.

1388D

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578.

1370D

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579.

1363E

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580.

1359D

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581.

1345D

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582.

2135D1

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583.

1930D2

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584.

1866H

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585.

1866G

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586.

1810E

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587.

1799D2

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588.

1387B1

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589.

1761D

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590.

852D

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591.

852C

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[plagues's solution](#)

592.

852E

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[plagues's solution](#)

593.

1668D

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Rating: 2100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[plagues's solution](#)

594.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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595.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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596.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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597.

1516D

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Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

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598.

1511E

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Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

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599.

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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600.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

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601.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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602.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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603.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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604.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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605.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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606.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[plaques's solution](#)

607.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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608.

1363D

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Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[plaques's solution](#)

609.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[plagues's solution](#)

610.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[plagues's solution](#)

611.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[plagues's solution](#)

612.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[plagues's solution](#)

613.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
[plagues's solution](#)

614.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[plagues's solution](#)

615.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[plagues's solution](#)

616.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[plagues's solution](#)

617.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[plagues's solution](#)

618.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[plagues's solution](#)

619.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[plagues's solution](#)

620.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[plagues's solution](#)

621.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[plagues's solution](#)

622.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[plagues's solution](#)

623.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[plagues's solution](#)

624.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-03-27 · last AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[plagues's solution](#)

625.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[plagues's solution](#)

626.

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[plagues's solution](#)

627.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[plagues's solution](#)

628.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[plagues's solution](#)

629.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[plagues's solution](#)

630.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[plagues's solution](#)

631.

1602E

[Optimal Insertion](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-05 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[plagues's solution](#)

632.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[plagues's solution](#)

633.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[plagues's solution](#)

634.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[plagues's solution](#)

635.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[plagues's solution](#)

636.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[plagues's solution](#)

637.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[plagues's solution](#)

638.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[plagues's solution](#)

639.

883C

[Downloading B++ · Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[plagues's solution](#)

640.

1453E

[Dog Snacks · Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[plagues's solution](#)

641.

2122D

[Traffic Lights · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[plagues's solution](#)

642.

1930E

[2..3...4.... Wonderful! Wonderful! · Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[plagues's solution](#)

643.

104730C

[Minimum Array · Tutorial](#)

Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

644.

1852C

[Ina of the Mountain · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[plagues's solution](#)

645.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[plagues's solution](#)

646.

1809E

[Two Tanks · Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math
[plagues's solution](#)

647.

1804E

[Routing · Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[plagues's solution](#)

648.

1761E

[Make It Connected · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[plagues's solution](#)

649.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-30 · last AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[plagues's solution](#)

650.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[plagues's solution](#)

651.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[plagues's solution](#)

652.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[plagues's solution](#)

653.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[plagues's solution](#)

654.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[plagues's solution](#)

655.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[plagues's solution](#)

656.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[plagues's solution](#)

657.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[plagues's solution](#)

658.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[plagues's solution](#)

659.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[plagues's solution](#)

660.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[plagues's solution](#)

661.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[plagues's solution](#)

662.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[plagues's solution](#)

663.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[plagues's solution](#)

664.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[plagues's solution](#)

665.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees

[plagues's solution](#)

666.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[plagues's solution](#)

667.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[plagues's solution](#)

668.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[plagues's solution](#)

669.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[plagues's solution](#)

670.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[plagues's solution](#)

671.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[plagues's solution](#)

672.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[plagues's solution](#)

673.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[plagues's solution](#)

674.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[plagues's solution](#)

675.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[plagues's solution](#)

676.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[plagues's solution](#)

677.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[plagues's solution](#)

678.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[plagues's solution](#)

679.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[plagues's solution](#)

680.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[plagues's solution](#)

681.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[plagues's solution](#)

682.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[plagues's solution](#)

683.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[plagues's solution](#)

684.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[plagues's solution](#)

685.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[plagues's solution](#)

686.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[plagues's solution](#)

687.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[plagues's solution](#)

688.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[plagues's solution](#)

689.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees
[plagues's solution](#)

690.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

691.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[plagues's solution](#)

692.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[plagues's solution](#)

693.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, math
[plagues's solution](#)

694.

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-07-05 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[plagues's solution](#)

695.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[plagues's solution](#)

696.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[plagues's solution](#)

697.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[plagues's solution](#)

698.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[plagues's solution](#)

699.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[plaques's solution](#)

700.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[plaques's solution](#)

701.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-01-15 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[plaques's solution](#)

702.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[plaques's solution](#)

703.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[plaques's solution](#)

704.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[plaques's solution](#)

705.

1654F

[Minimal String XORation](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[plaques's solution](#)

706.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[plaques's solution](#)

707.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[plaques's solution](#)

708.

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[plaques's solution](#)

709.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[plaques's solution](#)

710.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[plaques's solution](#)

711.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[plaques's solution](#)

712.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[plaques's solution](#)

713.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[plaques's solution](#)

714.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[plaques's solution](#)

715.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[plaques's solution](#)

716.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[plaques's solution](#)

717.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

718.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-12-03 · last AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[plagues's solution](#)

719.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[plagues's solution](#)

720.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[plagues's solution](#)

721.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[plagues's solution](#)

722.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-07-06 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[plagues's solution](#)

723.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[plagues's solution](#)

724.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-30 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[plagues's solution](#)

725.

106201D

[A050D C\\$5D OC"BCR AC\\$8D\\$:C <](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plagues's solution](#)

726.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plagues's solution](#)

727.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plagues's solution](#)

728.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plagues's solution](#)

729.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

730.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

731.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

732.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

733.

105789B

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

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

734.

105789C

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

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

735.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

736.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

737.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

738.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

739.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plaques's solution](#)

740.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

741.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

742.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

743.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

744.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

745.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

746.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plagues's solution](#)

747.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[plagues's solution](#)

748.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[plagues's solution](#)

749.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[plagues's solution](#)

750.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[plagues's solution](#)

751.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[plaques's solution](#)

752.

103195A

[A650T4D2 4Cä<Cä9](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

753.

103194A

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Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

754.

104770J

[Slime Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

755.

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

756.

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

757.

104770K

[Production Waste](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

758.

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

759.

104770F

[Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

760.

104770C

[Carpet Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

761.

104770B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

762.

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

763.

104770E

[Accounting Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

764.

104770G

[Elevator Ride](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

765.

104770A

[Square Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

766.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

767.

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

768.

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

769.

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

770.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

771.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

772.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

773.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

774.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

775.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

776.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · PyPy 3-64 (first AC) · Tags: —
[plaques's solution](#)

777.

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

778.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

779.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

780.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

781.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

782.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

783.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

784.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

785.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

786.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

787.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

788.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

789.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

790.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

791.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

792.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

793.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

794.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

795.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

796.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

797.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

798.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

799.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

800.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

801.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

802.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

803.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

804.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

805.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · PyPy 3-64 (first AC) · Tags: —
[plaques's solution](#)

806.

104730B

[A..3D0aCD6CT=D\\$;DÄ<CT=Cä2](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

807.

103428E

[CHASE!](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

808.

103428M

[810975](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

809.

103428K

[Tiny Stars](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

810.

103428H

[city safety](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

811.

103428G

[Shinyruo and KFC](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

812.

103428D

[Period](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

813.

103428J

[Circular Billiard Table](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

814.

103428A

[Goodbye, Ziyin!](#) · Tutorial

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

815.

102136F

[Sort hacking](#) · Tutorial

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

816.

102136A

[One-time passwords](#) · Tutorial

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

817.

102136C

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

818.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

819.

102136I

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

820.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

821.

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

822.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

823.

104730A

[B4=C;D=C O C65D =D6](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

824.

104730H

[A=00000 C" ?Cä4C @ Cä:](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

825.

104324B

[From decreasing to increasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

826.

104324J

[Chef Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

827.

104324E

[Cultural Dissonance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

828.

104324A

[SDU Open](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

829.

104324L

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

830.

104459I

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

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

831.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

832.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

833.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

834.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

835.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

836.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

837.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

838.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

839.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

840.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

841.

102962D

[Long puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

842.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2022-12-25 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, math

[plaques's solution](#)

843.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dp, trees

[plaques's solution](#)

844.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-12-24 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[plaques's solution](#)

845.

103985B

[A=7E7GD=Cä5 CÔ5C >](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

846.

103985D

[AÔ00d8Cä=C ;DÄ=Cä5 CD>D BCäOCÔ8CP](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

847.

103985I

[A=0DraCT@D :C,,9 Cα;D41](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

848.

103985C

[A=5Dx C *5C\\$AC=8CR 2Cä?D >D K](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

849.

103985F

[Aä@C\\$KD,,5 C4>D](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[plaques's solution](#)

850.

103985E

[B >DB@,,@Cä2C=0 CÄ>CÖ5D](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

851.

103985H

[B >CÖCÖ>C' @D44CÖ8C](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

852.

103985G

[A >D >C :C :Cä=DD5D](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

853.

103985A

[A' AC\\$5D\\$5 D >DD8D\\$>C](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

854.

103985J

[A >DÄ?C =C,,O C, ?Cä1C,,BCä2Cä5 A€](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

855.

101942E

[A,3DÖi@ "1C,,@Dä;DÄ:C€](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

856.

101942D

[A TC 8D 8CÖB AÄ8CÖ>D\\$0C\\$@C](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

857.

101942F

[AöUD4C, <D4EC](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

858.

101942C

[Aö;DäA,CÄ8CÖCD](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

859.

101942B

[B >D 5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

860.

101942H

[AöCä8D 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

861.

101942J

[B,0Df=C BCÔKC' AC'>CØ](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

862.

101942I

[Aÿ,CAD\\$5D 8Ct0Dd8Dð](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

863.

101942A

[B4D,OCÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

864.

101942K

[B 7Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

865.

103967H

[String Mutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

866.

103967F

[A T@D\\$5DD0C=BD°](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

867.

103967C

[A tUD*8D\\$=Cä5 Cö>C´5](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

868.

103967I

[Aö>T05G2 8Cr :CäACÄ8Dt5D :Cä9 D\\$ND LCÄK](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

869.

103967D

[B 8CÄ=CTBD 8Dt=D´5 C=0D BD°](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

870.

103967J

[BT0Cí0D" C,,:C](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

871.

103967G

[AÖ5012C =D´5 C4>D BC€](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

872.

103967A

[B-BD5Gf LC 0 C,,7 CòCD,,:C€](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

873.

103967B

[A,,5D0D EC,,O Dd8D\\$0CD5C`8](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

874.

103967E

[B0DD5C=BC,,2CÔKC' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

875.

103994H

[A 0D,5CÔ:C€](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

876.

103994K

[A05D1aD BC,,@D49](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

877.

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

878.

103994J

[A 0D1a kCäCC4>C`LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

879.

103994B

[A`QD,0ia, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[plaques's solution](#)

880.

103994E

[B 0CÄ1aD BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[plaques's solution](#)

881.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[plaques's solution](#)

882.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[plaques's solution](#)

883.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

884.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

885.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

886.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

887.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

888.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

889.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

890.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

891.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

892.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

893.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

894.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

895.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

896.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

897.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

898.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

899.

102185A

[AñOD0C\\$LC,,=D'9 CD5D 0CÔB](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

900.

102185G

[A48D Dô=CD0](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

901.

102185H

[LOCALC++](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

902.

102185D

[AT2Dri>C\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

903.

102185E

[B7D0CÔO](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

904.

102185J

[AñDri<C'5CÔ8CR :D >C#>CD8C'>C](#)

Rating: — · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: —
[plaques's solution](#)

905.

102185F

[B\\$00r#C`8CÄ8D](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

906.

102185B

[BD80#AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: —
[plaques's solution](#)

907.

102786F

[A >C AC501a!A\\$5D AC,,O 2022](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

908.

102786D

[A KD18C' @D´=Cä:](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

909.

102786E

[B470ä@Dô4CäGC,,2C =C,,5 Cò> D CCÄ<CR FC,,DD](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

910.

102786H

[NP-B F0ä#e!](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

911.

102786C

[B 00tOD78C' CCD0D 7C\\$5Ct4CÔ>C4> CD5D 0CÔBC](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

912.

102786J

[AôCD\\$ôDj5 BC\\$8CR ORCä2DÄ5C\\$0](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

913.

102786G

[Timestamp · Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

914.

102786B

[A 5C48 B 5CÄ5CÒÀ C 5C48](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

915.

102786I

[Aô@Oä1 C`5CÄ0 D 2Cä1Cä4CÔ>C4> CÄ5D BC](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

916.

102786A

[BTCC's 4CR C @C€](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[plagues's solution](#)

917.

102133F

[Financial Reports](#) · Tutorial

Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[plagues's solution](#)

918.

102133B

[A Masterpiece](#) · Tutorial

Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[plagues's solution](#)

919.

102133A

[Tree Orientation](#) · Tutorial

Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[plagues's solution](#)

920.

102133C

[Auction](#) · Tutorial

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

921.

102133G

[Moore's Law](#) · Tutorial

Rating: — · first AC: 2022-09-27 · PyPy 3-64 (first AC) · Tags: —
[plagues's solution](#)

922.

102133I

[Number builder](#) · Tutorial

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

923.

102441D

[Lis on Circle](#) · Tutorial

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

924.

102441A

[Template for Search](#) · Tutorial

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

925.

102441I

[Cutting](#) · Tutorial

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

926.

102441H

[Not A + B](#) · Tutorial

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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927.

100767D

[B B C ; C , 7 C F C , O](#)

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928.

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[B D * C O D 8](#)

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[A C * D 2 C ä 4 C O D ò ; C ä 4 C ã 0](#)

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930.

100767A

[A ò * C ä 5 C Ä 4 C , : C ä 9 C ò @ C , @ C ä 4 C P](#)

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931.

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933.

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935.

100283J

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936.

100283I

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937.

100283L

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Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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938.

100283A

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Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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939.

100283F

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940.

100283B

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Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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945.

102439I

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Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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946.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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947.

102439A

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948.

102439K

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949.

102439E

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950.

102439F

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951.

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952.

100513K

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953.

100513B

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954.

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955.

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956.

100513D

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Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

957.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

958.

100513G

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Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[plagues's solution](#)

959.

100513M

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[plagues's solution](#)

960.

100513I

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Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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961.

100513F

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Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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962.

103369F

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Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

963.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

964.

103369D

[Aä7D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

965.

103369J

[AD5D\\$A0080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

966.

103369C

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Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

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Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

968.

103369I

[B\\$0044CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

969.

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Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

970.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

971.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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972.

102428D

[Dazzling stars](#) · [Tutorial](#)

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973.

102428F

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[plaques's solution](#)

974.

102428G

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975.

102428L

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[plaques's solution](#)

976.

102428I

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977.

102428E

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978.

102428K

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[plaques's solution](#)

979.

102428M

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Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

980.

102392C

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Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

981.

102392H

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

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

982.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

983.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

984.

102392J

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Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

985.

102392B

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[plaques's solution](#)

986.

102392G

[Projection](#) · [Tutorial](#)

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[plaques's solution](#)

987.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

988.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[plaques's solution](#)

989.

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

990.

100088B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

991.

100088A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

992.

100235D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[plaques's solution](#)

993.

100235C

[C · Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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994.

100235B

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995.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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996.

100093C

[C · Tutorial](#)

Rating: — · first AC: 2020-09-19 · last AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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997.

1331D

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Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
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998.

1331A

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999.

1331B

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