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1.

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1009A

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108.

1797A

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109.

1805B

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110.

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111.

1810B

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112.

1810A

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113.

1798A

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114.

1807A

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115.

1806A

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116.

1284A

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117.

1804A

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118.

1799A

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119.

1789B

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120.

1789A

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121.

1788A

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122.

1778A

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123.

1787A

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124.

1099A

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125.

1130A

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126.

1705A

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127.

1792A

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128.

1777A

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129.

1764A

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130.

1775A1

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131.

1783A

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132.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

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133.

1717A

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134.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

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135.

1689A

[Lex String](#) · [Tutorial](#)

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136.

1731A

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137.

1763A

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138.

1774A

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139.

1767B

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140.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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141.

1762A

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142.

1681B

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143.

1681A

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[plevande's solution](#)

144.

1758A

[SSEeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[plevande's solution](#)

145.

1761A

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146.

1750B

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

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147.

1748A

[The Ultimate Square](#) · [Tutorial](#)

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[plevande's solution](#)

148.

1750A

[Indirect Sort](#) · [Tutorial](#)

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149.

1747A

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150.

1722B

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151.

1740B

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152.

1740A

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153.

1746B

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154.

1746A

[Maxmina](#) · [Tutorial](#)

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155.

618A

[Slime Combining](#) · [Tutorial](#)

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156.

384A

[Coder](#) · [Tutorial](#)

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157.

1736A

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158.

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: geometry, greedy, implementation

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159.

1702A

[Round Down the Price](#) · [Tutorial](#)

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160.

1733A

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161.

1694A

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162.

1688B

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163.

1716A

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164.

1706A

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Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-22 · PyPy 3 (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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165.

1699A

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166.

1698A

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167.

1696A

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168.

1695A

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169.

1690B

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170.

1206A

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171.

1405A

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172.

1415A

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173.

1682A

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174.

1660A

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175.

1684B

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176.

1684A

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177.

1665A

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178.

1676A

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179.

1680B

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180.

1680A

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181.

1678A

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182.

1670A

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183.

1669B

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184.

1661A

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185.

1673A

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186.

912A

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187.

1672B

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188.

1672A

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189.

1669C

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190.

1671A

[String Building](#) · [Tutorial](#)

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191.

976A

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192.

1553A

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193.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-04-12 · PyPy 3-64 (first AC) · Tags: brute force, math

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194.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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195.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-04-04 · PyPy 3-64 (first AC) · Tags: implementation

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196.

1658B

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Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[plevande's solution](#)

197.

1658A

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Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

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198.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: math, sortings

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199.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-03-18 · PyPy 3 (first AC) · Tags: implementation, strings

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200.

938A

[Word Correction](#) · [Tutorial](#)

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[plevande's solution](#)

201.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-03-14 · PyPy 3 (first AC) · Tags: geometry

[plevande's solution](#)

202.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2022-03-12 · PyPy 3 (first AC) · Tags: math, strings

[plevande's solution](#)

203.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · PyPy 3 (first AC) · Tags: implementation, math

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204.

1513A

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Quality: 20,018 global accepts · Rating: 800 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

205.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-03-06 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[plevande's solution](#)

206.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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207.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · PyPy 3-64 (first AC) · Tags: math

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208.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-03-02 · PyPy 3-64 (first AC) · Tags: implementation, math

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209.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2022-02-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[plevande's solution](#)

210.

1644B

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Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

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211.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

212.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-02-22 · PyPy 3-64 (first AC) · Tags: implementation, strings

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213.

1635B

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[plevande's solution](#)

214.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

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215.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

216.

1638A

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1546A

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328.

1547B

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329.

1547A

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330.

1234A

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331.

1461A

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332.

1512B

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333.

1542A

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334.

1352A

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335.

1455A

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336.

1498A

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337.

1541A

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338.

1281A

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339.

1454A

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340.

1360B

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341.

1453A

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342.

202A

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343.

1514A

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344.

1537A

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345.

1301A

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346.

1534A

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347.

1515A

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348.

1538B

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349.

1538A

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350.

1196A

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351.

1462B

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352.

1462A

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353.

1536A

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354.

1451A

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355.

1481A

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356.

1535A

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357.

1303A

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358.

1398A

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[plevande's solution](#)

359.

1398B

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360.

1400A

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361.

1430B

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362.

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363.

1526A

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364.

1304A

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365.

1484A

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366.

1300A

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367.

1092B

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368.

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369.

1497A

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370.

1436A

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371.

1438A

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372.

1529A

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1459A

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374.

1506A

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375.

1472B

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376.

1472A

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377.

1527A

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378.

1492A

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379.

1517A

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380.

432A

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381.

1509A

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382.

1516A

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383.

1520B

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384.

1520A

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385.

2085A

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386.

2062B

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387.

2028A

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Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

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388.

2035B

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389.

1951A

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390.

1927B

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391.

1918B

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392.

1904A

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393.

1900B

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394.

1896B

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395.

1208A

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396.

776A

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397.

915A

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398.

1795B

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399.

1197A

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400.

1845B

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401.

1848A

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402.

580A

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

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403.

746B

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404.

706A

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405.

1879B

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[plevande's solution](#)

406.

1869A

[Make It Zero](#) · [Tutorial](#)

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407.

1872B

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408.

1794B

[Not Dividing](#) · [Tutorial](#)

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409.

1860A

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[plevande's solution](#)

410.

1856B

[Good Arrays](#) · [Tutorial](#)

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411.

1642B

[Power Walking](#) · [Tutorial](#)

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412.

653A

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413.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-28 · PyPy 3 (first AC) · Tags: brute force, math, sortings

[plevande's solution](#)

414.

1808A

[Lucky Numbers](#) · [Tutorial](#)

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415.

1806B

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416.

870A

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417.

1679A

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418.

1705B

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419.

1777B

[Emordnilap](#) · [Tutorial](#)

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420.

1764B

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421.

1775A2

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

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422.

1768B

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423.

1779B

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424.

1771A

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425.

975A

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426.

1758B

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427.

991B

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428.

1747B

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429.

1732B

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430.

1337B

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431.

1737A

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432.

1216B

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433.

1733B

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434.

1726A

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435.

1665B

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436.

1720A

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437.

1696B

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[plevande's solution](#)

438.

1697B

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439.

1689B

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440.

1163A

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441.

989A

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442.

1650B

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443.

1110A

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444.

1584C

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445.

208A

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446.

1004A

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447.

980A

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448.

935B

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449.

1201A

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450.

1313A

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1617B

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452.

1093B

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453.

1248B

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454.

1591B

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455.

1321A

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456.

1613A

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457.

1612B

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458.

1609A

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459.

1419A

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460.

1282A

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461.

1330A

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1113A

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463.

1291A

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Quality: 20,685 global accepts · Rating: 900 · first AC: 2021-11-07 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

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464.

1606A

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465.

1582B

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466.

1593B

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Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, math

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467.

1494A

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468.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-09-27 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, strings

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469.

1559B

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470.

1559A

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471.

44A

[Indian Summer](#) · [Tutorial](#)

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472.

918B

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473.

1555A

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474.

1279A

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475.

1326B

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476.

1427A

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477.

1324A

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478.

1107A

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[plevande's solution](#)

479.

1525B

[Permutation Sort](#) · [Tutorial](#)

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480.

1543B

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481.

1543A

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482.

1406A

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483.

52A

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484.

1471A

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485.

1380A

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486.

1537B

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487.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: implementation

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488.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, sortings

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489.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: brute force, greedy, math

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490.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: brute force, dp, math

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491.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: math, number theory

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492.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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493.

1535B

[Array Reodering](#) · [Tutorial](#)

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494.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-06-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

495.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-06-01 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[plevande's solution](#)

496.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-05-25 · Python 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

497.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

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498.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2025-03-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

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499.

2055B

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500.

2034B

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Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

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501.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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502.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

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503.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

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504.

1931C

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Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
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505.

1927C

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506.

552A

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507.

1256A

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508.

1916B

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Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
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509.

1913B

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Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: strings
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510.

1809B

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Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
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511.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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512.

1796B

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513.

1153A

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514.

1876A

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515.

732B

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516.

766B

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517.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

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518.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3 (first AC) · Tags: greedy, implementation

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519.

1861B

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520.

1858C

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521.

1859B

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522.

1847B

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Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-08-04 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, two pointers

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523.

1834B

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Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: greedy, math

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524.

1849B

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525.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy,

implementation

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526.

1804B

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527.

1659A

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Quality: 30,971 global accepts · Rating: 1000 · first AC: 2023-01-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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528.

1766B

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Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: implementation

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529.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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530.

1770A

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Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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531.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

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532.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2022-11-11 · PyPy 3 (first AC) · Tags: implementation

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533.

584A

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

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[plevande's solution](#)

534.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

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535.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

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536.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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537.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-09-30 · PyPy 3 (first AC) · Tags: implementation
[plevande's solution](#)

538.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: implementation
[plevande's solution](#)

539.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-13 · PyPy 3 (first AC) · Tags: implementation, two pointers
[plevande's solution](#)

540.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings
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541.

1607C

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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: brute force, sortings
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542.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-02-27 · PyPy 3-64 (first AC) · Tags: greedy, math
[plevande's solution](#)

543.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2022-02-22 · PyPy 3-64 (first AC) · Tags: greedy, math
[plevande's solution](#)

544.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[plevande's solution](#)

545.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

546.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms
[plevande's solution](#)

547.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

548.

909A

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549.

1136B

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550.

1622B

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551.

1181A

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552.

102B

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553.

1111A

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554.

1614B

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555.

1620B

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556.

805C

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557.

805B

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558.

805A

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559.

1248A

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560.

979A

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561.

1245A

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562.

816A

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563.

1539A

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564.

1613B

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565.

1140A

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566.

1257B

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567.

1195B

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568.

1195A

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569.

1059A

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570.

1419D1

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571.

1100A

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572.

1253A

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573.

1333A

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574.

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575.

1362A

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576.

1358B

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577.

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578.

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579.

1598B

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580.

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581.

1567B

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582.

1562B

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583.

404A

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584.

1230B

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585.

1266B

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586.

1266A

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587.

1326A

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588.

1144C

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1234B1

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1405B

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592.

1485A

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593.

1476A

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594.

165A

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595.

1515B

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596.

1293B

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597.

1203A

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598.

1469A

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599.

1469B

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600.

1473B

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601.

742A

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602.

1474B

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603.

1300B

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1438B

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605.

1520C

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606.

1521A

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607.

2096B

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608.

2084B

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609.

2043B

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610.

2078B

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611.

2071B

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612.

2064B

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613.

2061B

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614.

2029B

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615.

2032B

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616.

2027B

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617.

2030C

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618.

1994B

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619.

1984B

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620.

1942B

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621.

1946B

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622.

1948B

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623.

1933C

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624.

1923B

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625.

1842B

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Quality: 25,549 global accepts · Rating: 1100 · first AC: 2024-02-02 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

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626.

1920B

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627.

1917B

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628.

1905B

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629.

1904B

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630.

767A

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631.

1902B

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632.

1832B

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633.

1901B

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634.

1891B

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635.

719A

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636.

1884B

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637.

869B

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638.

869A

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Quality: 9,797 global accepts · Rating: 1100 · first AC: 2023-10-03 · last AC: 2023-10-04 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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639.

1821B

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640.

706B

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Quality: 84,487 global accepts · Rating: 1100 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation
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641.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings
[plevande's solution](#)

642.

721B

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Quality: 12,467 global accepts · Rating: 1100 · first AC: 2023-09-18 · PyPy 3 (first AC) · Tags: implementation, math, sortings, strings
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643.

1867B

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644.

1869B

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645.

1872C

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646.

955A

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647.

1863C

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648.

1863B

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649.

1042A

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650.

1864B

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651.

1862C

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652.

1624C

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653.

1838B

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654.

1496B

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655.

1827A

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656.

1820B

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Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-18 · PyPy 3 (first AC) · Tags: math, strings, two pointers

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657.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

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658.

1788B

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Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

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659.

1787B

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Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

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660.

1099B

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Quality: 11,478 global accepts · Rating: 1100 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math

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661.

1783B

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Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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662.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

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663.

1731B

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664.

1762B

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Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[plevande's solution](#)

665.

975B

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Quality: 7,110 global accepts · Rating: 1100 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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666.

618B

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667.

370A

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668.

1478B

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669.

1676E

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670.

1407A

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671.

1726B

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672.

1575A

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673.

1700B

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674.

1685A

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675.

1682B

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Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, sortings
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676.

1471B

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Quality: 19,933 global accepts · Rating: 1100 · first AC: 2022-05-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
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677.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
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678.

558A

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679.

1673B

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680.

1672C

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Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
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681.

1656B

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Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: data structures, greedy, math, two pointers
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682.

1606B

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Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-03-14 · PyPy 3 (first AC) · Tags: greedy, implementation, math
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683.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-16 · PyPy 3-64 (first AC) · Tags: greedy, strings
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684.

1638B

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685.

1637B

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Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
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686.

1375A

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687.

602A

[Two Bases](#) · [Tutorial](#)

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688.

1633C

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689.

898B

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690.

1625B

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691.

1214B

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692.

835B

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693.

1105B

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694.

1105A

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695.

1618C

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696.

1262A

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Rating: 1100 · first AC: 2021-12-07 · PyPy 3-64 (first AC) · Tags: greedy, math
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697.

1263A

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698.

1421B

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Quality: 13,475 global accepts · Rating: 1100 · first AC: 2021-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
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699.

1189B

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Quality: 15,308 global accepts · Rating: 1100 · first AC: 2021-12-03 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
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700.

1609B

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701.

1173B

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Quality: 9,441 global accepts · Rating: 1100 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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702.

1333B

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Quality: 22,229 global accepts · Rating: 1100 · first AC: 2021-11-17 · PyPy 3 (first AC) · Tags: greedy, implementation
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703.

1370B

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704.

1428C

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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-11-01 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, strings
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705.

1604B

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Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: —
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706.

1288B

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707.

1342B

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708.

1511C

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709.

1602B

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710.

1593D1

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711.

557A

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712.

1594B

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713.

919B

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714.

1574B

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715.

1557B

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716.

1085B

[Div Times Mod](#) · [Tutorial](#)

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717.

1529B

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718.

1176B

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719.

1332A

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720.

1324C

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721.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: brute force, strings

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722.

1547C

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723.

1327A

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724.

136B

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Quality: 5,329 global accepts · Rating: 1100 · first AC: 2021-06-23 · PyPy 3 (first AC) · Tags: implementation, math

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725.

1060B

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726.

1534B

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727.

1293A

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[plevande's solution](#)

728.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[plevande's solution](#)

729.

1463A

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Quality: 27,930 global accepts · Rating: 1100 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: binary search, math

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730.

1304B

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Quality: 18,754 global accepts · Rating: 1100 · first AC: 2021-05-27 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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731.

1472C

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Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-05-22 · Python 3 (first AC) · Tags: dp, graphs

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732.

1492B

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Quality: 20,426 global accepts · Rating: 1100 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: data structures, greedy, math

[plevande's solution](#)

733.

1509B

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Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-05-15 · Python 3 (first AC) · Tags: greedy

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734.

2092C

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735.

2085B

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Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

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736.

1975C

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Quality: 17,167 global accepts · Rating: 1200 · first AC: 2025-03-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

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737.

1983B

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Quality: 18,415 global accepts · Rating: 1200 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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738.

2062C

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Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

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739.

2053B

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Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

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740.

2039C1

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Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

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741.

2020B

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Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[plevande's solution](#)

742.

2002C

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Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

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743.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[plevande's solution](#)

744.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[plevande's solution](#)

745.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[plevande's solution](#)

746.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[plevande's solution](#)

747.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-12 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings, two pointers

[plevande's solution](#)

748.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2024-01-08 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

749.

1916C

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Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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750.

1909B

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Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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751.

960A

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752.

1903B

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Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

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753.

1832C

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Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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754.

776B

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755.

1730C

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Quality: 17,939 global accepts · Rating: 1200 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

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756.

1848B

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Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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757.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2023-10-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

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758.

1681C

[Double Sort](#) · [Tutorial](#)

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[plevande's solution](#)

759.

1437B

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Quality: 20,855 global accepts · Rating: 1200 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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760.

1196B

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Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

761.

1886B

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Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math

[plevande's solution](#)

762.

1870B

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Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

[plevande's solution](#)

763.

732C

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764.

811B

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765.

1872D

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1042B

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1860B

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768.

1859C

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769.

1834C

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770.

1808B

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771.

1799B

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772.

875A

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773.

1099C

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774.

1130B

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775.

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776.

1792B

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777.

1763B

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778.

1747C

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779.

625B

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780.

1736B

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781.

1064B

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782.

1720C

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783.

1051A

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784.

1270B

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785.

1205A

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Quality: 14,708 global accepts · Rating: 1200 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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786.

1669E

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Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: data structures, math, strings
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787.

989B

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Quality: 7,286 global accepts · Rating: 1200 · first AC: 2022-04-28 · PyPy 3 (first AC) · Tags: constructive algorithms, strings
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788.

1671C

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789.

1656C

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Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings
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790.

1647B

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791.

722B

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792.

1641A

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793.

1635C

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794.

1637C

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795.

1375B

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796.

708A

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797.

749B

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798.

1392C

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799.

794B

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800.

899B

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Quality: 6,437 global accepts · Rating: 1200 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: implementation
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801.

1131C

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802.

1191B

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803.

1043B

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Quality: 6,551 global accepts · Rating: 1200 · first AC: 2022-01-02 · PyPy 3-64 (first AC) · Tags: implementation
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804.

1608B

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[plevande's solution](#)

805.

1143B

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Quality: 11,545 global accepts · Rating: 1200 · first AC: 2021-12-27 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
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806.

812A

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Quality: 6,449 global accepts · Rating: 1200 · first AC: 2021-12-24 · PyPy 3-64 (first AC) · Tags: implementation

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807.

1214C

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[plevande's solution](#)

808.

982A

[Row](#) · [Tutorial](#)

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[plevande's solution](#)

809.

1076B

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Quality: 14,591 global accepts · Rating: 1200 · first AC: 2021-12-17 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[plevande's solution](#)

810.

1076A

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811.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

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812.

1371B

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813.

1262B

[Box](#) · [Tutorial](#)

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814.

1539C

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815.

1140D

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Quality: 13,168 global accepts · Rating: 1200 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

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816.

1140B

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Quality: 11,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: implementation, strings

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817.

1257C

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818.

1419B

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819.

1100C

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Quality: 10,931 global accepts · Rating: 1200 · first AC: 2021-11-20 · PyPy 3 (first AC) · Tags: binary search, geometry, math

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820.

1363A

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821.

1362B

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Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-11-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force

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822.

1582C

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Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

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823.

1364A

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824.

1184A1

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Quality: 6,585 global accepts · Rating: 1200 · first AC: 2021-10-20 · PyPy 3 (first AC) · Tags: brute force, math, number theory

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825.

1586B

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826.

1598C

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827.

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, strings
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828.

1334A

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829.

1592B

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830.

1581B

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831.

1355B

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832.

1355A

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833.

1504B

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834.

1559C

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835.

682B

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836.

903C

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837.

1354B

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838.

1339B

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839.

1409C

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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: brute force, math, number theory
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840.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: binary search, math
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841.

1174B

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842.

1541B

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843.

659C

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Quality: 11,961 global accepts · Rating: 1200 · first AC: 2021-07-19 · PyPy 3 (first AC) · Tags: greedy, implementation
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844.

1032B

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845.

1546B

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846.

1406B

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847.

1277B

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Quality: 17,050 global accepts · Rating: 1200 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: greedy, number theory
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848.

1537C

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Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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849.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-06-15 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

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850.

1149A

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851.

1203B

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Quality: 16,945 global accepts · Rating: 1200 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: greedy, math

[plevande's solution](#)

852.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

853.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

[plevande's solution](#)

854.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, strings

[plevande's solution](#)

855.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2021-06-03 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar

[plevande's solution](#)

856.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

857.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

858.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-05-22 · Python 3 (first AC) · Tags: dp, games, greedy, sortings

[plevande's solution](#)

859.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-05-21 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[plevande's solution](#)

860.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · Python 3 (first AC) · Tags: constructive algorithms, games

[plevande's solution](#)

861.

1512C

[A-B Palindrome · Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings

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862.

432B

[Football Kit · Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: brute force, greedy, implementation

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863.

1514B

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Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-05-15 · Python 3 (first AC) · Tags: bitmasks, combinatorics, math

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864.

1520D

[Same Differences · Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-15 · Python 3 (first AC) · Tags: data structures, hashing, math

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865.

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

866.

1881D

[Divide and Equalize · Tutorial](#)

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: math, number theory

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867.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

868.

2075B

[Array Recoloring · Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

869.

2064C

[Remove the Ends · Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[plevande's solution](#)

870.

2022B

[Kar Salesman · Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[plevande's solution](#)

871.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[plevande's solution](#)

872.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: games, greedy

[plevande's solution](#)

873.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[plevande's solution](#)

874.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[plevande's solution](#)

875.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[plevande's solution](#)

876.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[plevande's solution](#)

877.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[plevande's solution](#)

878.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[plevande's solution](#)

879.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

880.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

881.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[plevande's solution](#)

882.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-10-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[plevande's solution](#)

883.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[plevande's solution](#)

884.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[plevande's solution](#)

885.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[plevande's solution](#)

886.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[plevande's solution](#)

887.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[plevande's solution](#)

888.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

889.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2023-09-05 · PyPy 3 (first AC) · Tags: brute force

[plevande's solution](#)

890.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2023-09-05 · PyPy 3 (first AC) · Tags: implementation

[plevande's solution](#)

891.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2023-08-31 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[plevande's solution](#)

892.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[plevande's solution](#)

893.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[plevande's solution](#)

894.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[plevande's solution](#)

895.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

896.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2023-08-19 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

897.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: brute force, graphs

[plevande's solution](#)

898.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, strings

[plevande's solution](#)

899.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[plevande's solution](#)

900.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2023-04-24 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[plevande's solution](#)

901.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-23 · PyPy 3 (first AC) · Tags: brute force, greedy

[plevande's solution](#)

902.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math

[plevande's solution](#)

903.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[plevande's solution](#)

904.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2023-03-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[plevande's solution](#)

905.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar

[plevande's solution](#)

906.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

907.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[plevande's solution](#)

908.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

909.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: greedy, math

[plevande's solution](#)

910.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

911.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: brute force, math

[plevande's solution](#)

912.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-01-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[plevande's solution](#)

913.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-12 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms
[plevande's solution](#)

914.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-01-10 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[plevande's solution](#)

915.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[plevande's solution](#)

916.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: greedy
[plevande's solution](#)

917.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2022-12-31 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[plevande's solution](#)

918.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[plevande's solution](#)

919.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, strings
[plevande's solution](#)

920.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[plevande's solution](#)

921.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2022-12-25 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers
[plevande's solution](#)

922.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[plevande's solution](#)

923.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: brute force

[plevande's solution](#)

924.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-12-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[plevande's solution](#)

925.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[plevande's solution](#)

926.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

927.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, schedules, two pointers

[plevande's solution](#)

928.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plevande's solution](#)

929.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

930.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

931.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

[plevande's solution](#)

932.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: binary search, implementation, strings

[plevande's solution](#)

933.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-09-13 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[plevande's solution](#)

934.

1157C1

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

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: greedy

[plevande's solution](#)

935.

1661B

[Getting Zero · Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[plevande's solution](#)

936.

558B

[Amr and The Large Array · Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2022-05-03 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

937.

912B

[New Year's Eve · Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2022-04-26 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[plevande's solution](#)

938.

976B

[Lara Croft and the New Game · Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: implementation, math

[plevande's solution](#)

939.

1667A

[Make it Increasing · Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[plevande's solution](#)

940.

1650D

[Twist the Permutation · Tutorial](#)

Quality: 14,724 global accepts · Rating: 1300 · first AC: 2022-03-14 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[plevande's solution](#)

941.

1647C

[Madoka and Childish Pranks · Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

942.

722A

[Broken Clock · Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2022-03-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[plevande's solution](#)

943.

1638C

[Inversion Graph · Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, math

[plevande's solution](#)

944.

450B

[Jzzhu and Sequences · Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

945.

871A

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

Quality: 1300 · first AC: 2022-01-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[plevande's solution](#)

946.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[plevande's solution](#)

947.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math

[plevande's solution](#)

948.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: games, greedy, strings

[plevande's solution](#)

949.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

950.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plevande's solution](#)

951.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1300 · first AC: 2022-01-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

952.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

953.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2021-12-19 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[plevande's solution](#)

954.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2021-12-17 · PyPy 3-64 (first AC) · Tags: binary search, math

[plevande's solution](#)

955.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: implementation, strings
[plevande's solution](#)

956.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

957.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings
[plevande's solution](#)

958.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2021-12-15 · PyPy 3-64 (first AC) · Tags: greedy
[plevande's solution](#)

959.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: greedy, math
[plevande's solution](#)

960.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2021-12-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[plevande's solution](#)

961.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

962.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: implementation, math
[plevande's solution](#)

963.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: binary search, math
[plevande's solution](#)

964.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: binary search, math
[plevande's solution](#)

965.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2021-11-24 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

966.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-11-20 · PyPy 3 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

967.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[plevande's solution](#)

968.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2021-11-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

969.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[plevande's solution](#)

970.

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: binary search, math

[plevande's solution](#)

971.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · PyPy 3 (first AC) · Tags: bitmasks, math, number theory

[plevande's solution](#)

972.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

973.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings, ternary search

[plevande's solution](#)

974.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2021-09-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[plevande's solution](#)

975.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · PyPy 3 (first AC) · Tags: implementation

[plevande's solution](#)

976.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[plevande's solution](#)

977.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, math

[plevande's solution](#)

978.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · PyPy 3 (first AC) · Tags: greedy, math, strings

[plevande's solution](#)

979.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation

[plevande's solution](#)

980.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force

[plevande's solution](#)

981.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[plevande's solution](#)

982.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[plevande's solution](#)

983.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[plevande's solution](#)

984.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[plevande's solution](#)

985.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[plevande's solution](#)

986.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2021-07-19 · PyPy 3 (first AC) · Tags: dp, strings

[plevande's solution](#)

987.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[plevande's solution](#)

988.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

989.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2021-06-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[plevande's solution](#)

990.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[plevande's solution](#)

991.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: binary search, data structures, math, two pointers

[plevande's solution](#)

992.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: implementation, math

[plevande's solution](#)

993.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: dp, math

[plevande's solution](#)

994.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2021-05-17 · Python 3 (first AC) · Tags: implementation, strings, two pointers

[plevande's solution](#)

995.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-15 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[plevande's solution](#)

996.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[plevande's solution](#)

997.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[plevande's solution](#)

998.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[plevande's solution](#)

999.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[plevande's solution](#)

1000.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

[plevande's solution](#)

1001.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers

[plevande's solution](#)

1002.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[plevande's solution](#)

1003.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[plevande's solution](#)

1004.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

1005.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · PyPy 3 (first AC) · Tags: combinatorics, data structures

[plevande's solution](#)

1006.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[plevande's solution](#)

1007.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[plevande's solution](#)

1008.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[plevande's solution](#)

1009.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1010.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[plevande's solution](#)

1011.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[plevande's solution](#)

1012.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math, two pointers

[plevande's solution](#)

1013.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math

[plevande's solution](#)

1014.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[plevande's solution](#)

1015.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[plevande's solution](#)

1016.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: greedy, strings

[plevande's solution](#)

1017.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[plevande's solution](#)

1018.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1019.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

1020.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[plevande's solution](#)**1021.**

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)**1022.**

1888C

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

Rating: 1400 · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: data structures

[plevande's solution](#)**1023.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[plevande's solution](#)**1024.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[plevande's solution](#)**1025.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math

[plevande's solution](#)**1026.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[plevande's solution](#)**1027.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[plevande's solution](#)**1028.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[plevande's solution](#)**1029.**

1887A1

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

Rating: 1400 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[plevande's solution](#)**1030.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

1031.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2023-09-01 · PyPy 3 (first AC) · Tags: implementation

[plevande's solution](#)

1032.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1033.

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · PyPy 3 (first AC) · Tags: data structures, dp, games, greedy

[plevande's solution](#)

1034.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[plevande's solution](#)

1035.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-08-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy

[plevande's solution](#)

1036.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1037.

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1038.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[plevande's solution](#)

1039.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1040.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, math

[plevande's solution](#)

1041.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-03-15 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures,

dp, implementation, sortings

[plevande's solution](#)

1042.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[plevande's solution](#)

1043.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2023-01-26 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dsu

[plevande's solution](#)

1044.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-01-25 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

1045.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-01-25 · PyPy 3 (first AC) · Tags: brute force, implementation

[plevande's solution](#)

1046.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[plevande's solution](#)

1047.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-01-19 · PyPy 3-64 (first AC) · Tags: graphs, greedy

[plevande's solution](#)

1048.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2022-12-31 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[plevande's solution](#)

1049.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1050.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[plevande's solution](#)

1051.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation

[plevande's solution](#)

1052.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2022-12-25 · PyPy 3 (first AC) · Tags: expression parsing, math

[plevande's solution](#)

1053.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[plevande's solution](#)

1054.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: brute force

[plevande's solution](#)

1055.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-12-20 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[plevande's solution](#)

1056.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1057.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[plevande's solution](#)

1058.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: binary search

[plevande's solution](#)

1059.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · PyPy 3 (first AC) · Tags: greedy, number theory

[plevande's solution](#)

1060.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[plevande's solution](#)

1061.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[plevande's solution](#)

1062.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

1063.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, sortings

[plevande's solution](#)

1064.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-10-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[plevande's solution](#)

1065.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[plevande's solution](#)

1066.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[plevande's solution](#)

1067.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2022-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, two pointers

[plevande's solution](#)

1068.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, two pointers

[plevande's solution](#)

1069.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-09-30 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[plevande's solution](#)

1070.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: data structures, dp, sortings, two pointers

[plevande's solution](#)

1071.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: binary search, sortings

[plevande's solution](#)

1072.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2022-07-08 · PyPy 3-64 (first AC) · Tags: graphs

[plevande's solution](#)

1073.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation,

math

[plevande's solution](#)

1074.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Quality: 1400 · first AC: 2022-05-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[plevande's solution](#)

1075.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plevande's solution](#)

1076.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[plevande's solution](#)

1077.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[plevande's solution](#)

1078.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2022-03-09 · PyPy 3 (first AC) · Tags: greedy, sortings

[plevande's solution](#)

1079.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2022-02-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

1080.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[plevande's solution](#)

1081.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[plevande's solution](#)

1082.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1400 · first AC: 2022-02-04 · PyPy 3-64 (first AC) · Tags: dp, implementation, two pointers

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1083.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

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1084.

1276A

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Quality: 12,950 global accepts · Rating: 1400 · first AC: 2022-01-25 · PyPy 3-64 (first AC) · Tags: dp, greedy

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1085.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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1086.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2022-01-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

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1087.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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1088.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2022-01-14 · PyPy 3-64 (first AC) · Tags: implementation, strings

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1089.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

1090.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1091.

1191C

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

Rating: 1400 · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1092.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2021-12-31 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[plevande's solution](#)

1093.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-12-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, trees

[plevande's solution](#)

1094.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: brute force, math

[plevande's solution](#)

1095.

805D

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

Rating: 1400 · first AC: 2021-12-15 · PyPy 3-64 (first AC) · Tags: combinatorics

[plevande's solution](#)

1096.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: dp

[plevande's solution](#)

1097.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2021-12-11 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1098.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2021-12-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[plevande's solution](#)

1099.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: graphs, greedy, sortings

[plevande's solution](#)

1100.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-12-08 · PyPy 3-64 (first AC) · Tags: data structures, sortings

[plevande's solution](#)

1101.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-12-06 · PyPy 3-64 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[plevande's solution](#)

1102.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-12-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1103.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[plevande's solution](#)

1104.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-12-03 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[plevande's solution](#)

1105.

1609C

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Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[plevande's solution](#)

1106.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: dp

[plevande's solution](#)

1107.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

1108.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2021-11-18 · PyPy 3 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1109.

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2021-11-15 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs

[plevande's solution](#)

1110.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2021-11-15 · PyPy 3 (first AC) · Tags: brute force, divide and conquer, interactive, math

[plevande's solution](#)

1111.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, strings

[plevande's solution](#)

1112.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[plevande's solution](#)

1113.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: implementation, math

[plevande's solution](#)

1114.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-11-10 · PyPy 3 (first AC) · Tags: implementation, strings

[plevande's solution](#)

1115.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-11-09 · PyPy 3 (first AC) · Tags: games, math, number theory

[plevande's solution](#)

1116.

1362C

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Quality: 23,713 global accepts · Rating: 1400 · first AC: 2021-11-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[plevande's solution](#)

1117.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: greedy, number theory

[plevande's solution](#)

1118.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-10-07 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[plevande's solution](#)

1119.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2021-10-06 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[plevande's solution](#)

1120.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-10-04 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[plevande's solution](#)

1121.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[plevande's solution](#)

1122.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2021-09-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1123.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-09-19 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[plevande's solution](#)

1124.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[plevande's solution](#)

1125.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

1126.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · PyPy 3 (first AC) · Tags: graphs, greedy

[plevande's solution](#)

1127.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2021-07-28 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[plevande's solution](#)

1128.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-07-28 · PyPy 3 (first AC) · Tags: brute force, greedy
[plevande's solution](#)

1129.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: data structures, implementation
[plevande's solution](#)

1130.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-07-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[plevande's solution](#)

1131.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings
[plevande's solution](#)

1132.

612C

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

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: data structures, expression parsing, math
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1133.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2021-07-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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1134.

1462D

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

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: greedy, math, number theory
[plevande's solution](#)

1135.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: binary search, data structures, sortings, two pointers
[plevande's solution](#)

1136.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[plevande's solution](#)

1137.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-06-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy
[plevande's solution](#)

1138.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2021-06-15 · PyPy 3 (first AC) · Tags: math, number theory
[plevande's solution](#)

1139.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[plevande's solution](#)

1140.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: combinatorics, graphs, math
[plevande's solution](#)

1141.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[plevande's solution](#)

1142.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: math
[plevande's solution](#)

1143.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[plevande's solution](#)

1144.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: dp, math, number theory
[plevande's solution](#)

1145.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: brute force, implementation, math
[plevande's solution](#)

1146.

1520E

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

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-15 · Python 3 (first AC) · Tags: greedy, math
[plevande's solution](#)

1147.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[plevande's solution](#)

1148.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-12-11 · PyPy 3 (first AC) · Tags: math, number theory

[plevande's solution](#)

1149.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[plevande's solution](#)

1150.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[plevande's solution](#)

1151.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[plevande's solution](#)

1152.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[plevande's solution](#)

1153.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

[plevande's solution](#)

1154.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[plevande's solution](#)

1155.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[plevande's solution](#)

1156.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[plevande's solution](#)

1157.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[plevande's solution](#)

1158.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-08-26 · PyPy 3 (first AC) · Tags: brute force, dp, sortings

[plevande's solution](#)

1159.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[plevande's solution](#)

1160.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[plevande's solution](#)

1161.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[plevande's solution](#)

1162.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, graphs, math
[plevande's solution](#)

1163.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2024-02-02 · PyPy 3 (first AC) · Tags: dp
[plevande's solution](#)

1164.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers
[plevande's solution](#)

1165.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[plevande's solution](#)

1166.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[plevande's solution](#)

1167.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[plevande's solution](#)

1168.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: greedy, math
[plevande's solution](#)

1169.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2023-11-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation,

two pointers

[plevande's solution](#)

1170.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2023-11-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, sortings

[plevande's solution](#)

1171.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[plevande's solution](#)

1172.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

1173.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

1174.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[plevande's solution](#)

1175.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1176.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[plevande's solution](#)

1177.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2023-10-19 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[plevande's solution](#)

1178.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2023-10-19 · PyPy 3 (first AC) · Tags: binary search, sortings, two pointers

[plevande's solution](#)

1179.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-17 · PyPy 3 (first AC) · Tags: combinatorics, number theory, sortings

[plevande's solution](#)

1180.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[plevande's solution](#)

1181.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1182.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[plevande's solution](#)

1183.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2023-09-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[plevande's solution](#)

1184.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · PyPy 3 (first AC) · Tags: binary search, bitmasks, data structures, dp

[plevande's solution](#)

1185.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[plevande's solution](#)

1186.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1187.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, strings

[plevande's solution](#)

1188.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

1189.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-06-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[plevande's solution](#)

1190.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2023-05-26 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1191.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-05-22 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
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1192.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy
[plevande's solution](#)

1193.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: greedy
[plevande's solution](#)

1194.

760B

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

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-03-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy
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1195.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[plevande's solution](#)

1196.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory
[plevande's solution](#)

1197.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[plevande's solution](#)

1198.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math
[plevande's solution](#)

1199.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: dsu, implementation, sortings, two pointers
[plevande's solution](#)

1200.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[plevande's solution](#)

1201.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math
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1202.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

1203.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[plevande's solution](#)

1204.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[plevande's solution](#)

1205.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-01-24 · PyPy 3 (first AC) · Tags: dp, greedy, strings, two pointers

[plevande's solution](#)

1206.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[plevande's solution](#)

1207.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2023-01-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[plevande's solution](#)

1208.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,899 global accepts · Rating: 1500 · first AC: 2023-01-13 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[plevande's solution](#)

1209.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[plevande's solution](#)

1210.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

1211.

1031B

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

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: —

[plevande's solution](#)

1212.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-12-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, two pointers
[plevande's solution](#)

1213.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[plevande's solution](#)

1214.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[plevande's solution](#)

1215.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2022-12-20 · PyPy 3 (first AC) · Tags: binary search, greedy, math
[plevande's solution](#)

1216.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-19 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings
[plevande's solution](#)

1217.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[plevande's solution](#)

1218.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[plevande's solution](#)

1219.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2022-11-25 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory
[plevande's solution](#)

1220.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2022-11-11 · PyPy 3 (first AC) · Tags: dp, greedy
[plevande's solution](#)

1221.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2022-11-11 · PyPy 3 (first AC) · Tags: binary search, implementation
[plevande's solution](#)

1222.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2022-11-09 · PyPy 3-64 (first AC) · Tags: combinatorics
[plevande's solution](#)

1223.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math
[plevande's solution](#)

1224.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, number theory
[plevande's solution](#)

1225.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, two pointers
[plevande's solution](#)

1226.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, implementation, math
[plevande's solution](#)

1227.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[plevande's solution](#)

1228.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: greedy, math
[plevande's solution](#)

1229.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[plevande's solution](#)

1230.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2022-10-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[plevande's solution](#)

1231.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: binary search, math
[plevande's solution](#)

1232.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2022-09-13 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs
[plevande's solution](#)

1233.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[plevande's solution](#)

1234.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1235.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: implementation, strings

[plevande's solution](#)

1236.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[plevande's solution](#)

1237.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: brute force, geometry, implementation, math

[plevande's solution](#)

1238.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[plevande's solution](#)

1239.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2022-04-29 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

1240.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-03-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[plevande's solution](#)

1241.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[plevande's solution](#)

1242.

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees

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1243.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2022-02-24 · PyPy 3-64 (first AC) · Tags: math, number theory

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1244.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, graphs

[plevande's solution](#)

1245.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[plevande's solution](#)

1246.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[plevande's solution](#)

1247.

790A

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

Rating: 1500 · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1248.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[plevande's solution](#)

1249.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[plevande's solution](#)

1250.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, trees

[plevande's solution](#)

1251.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2022-01-25 · PyPy 3-64 (first AC) · Tags: greedy, math

[plevande's solution](#)

1252.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-01-24 · PyPy 3-64 (first AC) · Tags: implementation, math, sortings

[plevande's solution](#)

1253.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2022-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[plevande's solution](#)

1254.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2022-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[plevande's solution](#)

1255.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[plevande's solution](#)

1256.

1136C

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

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2022-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[plevande's solution](#)

1257.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

1258.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2021-12-31 · PyPy 3-64 (first AC) · Tags: greedy, math

[plevande's solution](#)

1259.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-12-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy

[plevande's solution](#)

1260.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2021-12-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[plevande's solution](#)

1261.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-12-22 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

1262.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-21 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[plevande's solution](#)

1263.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1264.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[plevande's solution](#)

1265.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-12-14 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

1266.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, sortings

[plevande's solution](#)

1267.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-12-09 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

1268.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-12-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs

[plevande's solution](#)

1269.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation

[plevande's solution](#)

1270.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[plevande's solution](#)

1271.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[plevande's solution](#)

1272.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

1273.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2021-11-18 · PyPy 3 (first AC) · Tags: dp, greedy, math, sortings

[plevande's solution](#)

1274.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2021-11-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1275.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-11-15 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[plevande's solution](#)

1276.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: brute force, sortings

[plevande's solution](#)

1277.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-10-26 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[plevande's solution](#)

1278.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2021-10-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1279.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

1280.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-05 · PyPy 3 (first AC) · Tags: implementation, math

[plevande's solution](#)

1281.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1282.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[plevande's solution](#)

1283.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1284.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: sortings

[plevande's solution](#)

1285.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-07-28 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs

[plevande's solution](#)

1286.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: implementation, strings

[plevande's solution](#)

1287.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: hashing, string suffix structures, strings

[plevande's solution](#)

1288.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: greedy, sortings, strings

[plevande's solution](#)

1289.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, strings

[plevande's solution](#)

1290.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2021-07-19 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[plevande's solution](#)

1291.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-07-19 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

[plevande's solution](#)

1292.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2021-07-16 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[plevande's solution](#)

1293.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: implementation

[plevande's solution](#)

1294.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[plevande's solution](#)

1295.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: brute force, implementation

[plevande's solution](#)

1296.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: dp, implementation

[plevande's solution](#)

1297.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[plevande's solution](#)

1298.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-19 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy
[plevande's solution](#)

1299.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-06-16 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search
[plevande's solution](#)

1300.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: binary search, dp, math, number theory
[plevande's solution](#)

1301.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: greedy, sortings
[plevande's solution](#)

1302.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: brute force, dp
[plevande's solution](#)

1303.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: data structures, dp, hashing, number theory
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1304.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[plevande's solution](#)

1305.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-06-01 · PyPy 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[plevande's solution](#)

1306.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2021-05-30 · PyPy 3 (first AC) · Tags: brute force, math, number theory
[plevande's solution](#)

1307.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: brute force, implementation
[plevande's solution](#)

1308.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-05-27 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[plevande's solution](#)

1309.

1300C

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

Rating: 1500 · first AC: 2021-05-26 · PyPy 3 (first AC) · Tags: greedy, math

[plevande's solution](#)

1310.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2021-05-25 · Python 3 (first AC) · Tags: binary search, combinatorics

[plevande's solution](#)

1311.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2021-05-18 · Python 3 (first AC) · Tags: greedy, math

[plevande's solution](#)

1312.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2021-05-18 · Python 3 (first AC) · Tags: graphs, implementation

[plevande's solution](#)

1313.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[plevande's solution](#)

1314.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, two pointers

[plevande's solution](#)

1315.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[plevande's solution](#)

1316.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[plevande's solution](#)

1317.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[plevande's solution](#)

1318.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[plevande's solution](#)

1319.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

1320.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math
[plevande's solution](#)

1321.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[plevande's solution](#)

1322.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[plevande's solution](#)

1323.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-03-13 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[plevande's solution](#)

1324.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[plevande's solution](#)

1325.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp
[plevande's solution](#)

1326.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[plevande's solution](#)

1327.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers
[plevande's solution](#)

1328.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[plevande's solution](#)

1329.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2024-08-26 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, two pointers
[plevande's solution](#)

1330.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: binary search, dp, two pointers

[plevande's solution](#)

1331.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1332.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[plevande's solution](#)

1333.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[plevande's solution](#)

1334.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, trees

[plevande's solution](#)

1335.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[plevande's solution](#)

1336.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[plevande's solution](#)

1337.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[plevande's solution](#)

1338.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[plevande's solution](#)

1339.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[plevande's solution](#)

1340.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[plevande's solution](#)

1341.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: binary search, math
[plevande's solution](#)

1342.

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy
[plevande's solution](#)

1343.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2023-10-26 · PyPy 3 (first AC) · Tags: brute force, math, sortings
[plevande's solution](#)

1344.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: implementation, strings
[plevande's solution](#)

1345.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: dp, strings
[plevande's solution](#)

1346.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp
[plevande's solution](#)

1347.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2023-09-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[plevande's solution](#)

1348.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2023-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[plevande's solution](#)

1349.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2023-09-05 · PyPy 3 (first AC) · Tags: brute force, number theory
[plevande's solution](#)

1350.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[plevande's solution](#)

1351.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures,

greedy

[plevande's solution](#)

1352.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[plevande's solution](#)

1353.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[plevande's solution](#)

1354.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[plevande's solution](#)

1355.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[plevande's solution](#)

1356.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math

[plevande's solution](#)

1357.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[plevande's solution](#)

1358.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, math

[plevande's solution](#)

1359.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[plevande's solution](#)

1360.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-06-19 · PyPy 3 (first AC) · Tags: greedy, math, strings

[plevande's solution](#)

1361.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1362.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[plevande's solution](#)

1363.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

1364.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-03-28 · PyPy 3-64 (first AC) · Tags: implementation
[plevande's solution](#)

1365.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: greedy, hashing, strings
[plevande's solution](#)

1366.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[plevande's solution](#)

1367.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2023-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[plevande's solution](#)

1368.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms
[plevande's solution](#)

1369.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2023-03-07 · PyPy 3-64 (first AC) · Tags: binary search, dp
[plevande's solution](#)

1370.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
[plevande's solution](#)

1371.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2023-02-13 · PyPy 3 (first AC) · Tags: constructive algorithms
[plevande's solution](#)

1372.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, strings
[plevande's solution](#)

1373.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math
[plevande's solution](#)

1374.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[plevande's solution](#)

1375.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, trees
[plevande's solution](#)

1376.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2023-01-24 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, sortings
[plevande's solution](#)

1377.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-01-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers
[plevande's solution](#)

1378.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-12 · PyPy 3 (first AC) · Tags: bitmasks, math
[plevande's solution](#)

1379.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[plevande's solution](#)

1380.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2023-01-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees
[plevande's solution](#)

1381.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings
[plevande's solution](#)

1382.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[plevande's solution](#)

1383.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[plevande's solution](#)

1384.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2022-12-25 · PyPy 3-64 (first AC) · Tags: binary search

[plevande's solution](#)

1385.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1386.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[plevande's solution](#)

1387.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-12-19 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

1388.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[plevande's solution](#)

1389.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu

[plevande's solution](#)

1390.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, math

[plevande's solution](#)

1391.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[plevande's solution](#)

1392.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory, two pointers

[plevande's solution](#)

1393.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-11-15 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[plevande's solution](#)

1394.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[plevande's solution](#)

1395.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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1396.

1151B

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1397.

618C

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1398.

384C

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1399.

1327C

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1400.

1566D2

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1401.

665A

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1402.

777C

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1403.

1255C

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1404.

1396A

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1405.

1006E

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Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees

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1406.

1482C

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1407.

1707A

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1408.

1503A

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Quality: 14,610 global accepts · Rating: 1600 · first AC: 2022-06-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1409.

1513C

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Quality: 16,504 global accepts · Rating: 1600 · first AC: 2022-05-21 · PyPy 3-64 (first AC) · Tags: dp, matrices

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1410.

1163B2

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Quality: 7,647 global accepts · Rating: 1600 · first AC: 2022-04-29 · PyPy 3-64 (first AC) · Tags: data structures, implementation

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1411.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-27 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

1412.

736A

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Rating: 1600 · first AC: 2022-04-27 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

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1413.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[plevande's solution](#)

1414.

1086A

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Rating: 1600 · first AC: 2022-04-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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1415.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · PyPy 3 (first AC) · Tags: bitmasks, math

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1416.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-03-15 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation

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1417.

477A

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[plevande's solution](#)

1418.

930B

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Quality: 3,114 global accepts · Rating: 1600 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: implementation, probabilities, strings

[plevande's solution](#)

1419.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2022-02-19 · PyPy 3-64 (first AC) · Tags: number theory

[plevande's solution](#)

1420.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-04 · PyPy 3-64 (first AC) · Tags: graphs

[plevande's solution](#)

1421.

949A

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Quality: 5,657 global accepts · Rating: 1600 · first AC: 2022-02-03 · PyPy 3-64 (first AC) · Tags: greedy

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1422.

1633D

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Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-02 · PyPy 3-64 (first AC) · Tags: dp, greedy

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1423.

559A

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Quality: 10,909 global accepts · Rating: 1600 · first AC: 2022-02-02 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math

[plevande's solution](#)

1424.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[plevande's solution](#)

1425.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2022-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1426.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[plevande's solution](#)

1427.

939C

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Quality: 4,926 global accepts · Rating: 1600 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: binary search, two pointers

[plevande's solution](#)

1428.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2022-01-14 · PyPy 3-64 (first AC) · Tags: greedy

[plevande's solution](#)

1429.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2022-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1430.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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1431.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2022-01-01 · PyPy 3-64 (first AC) · Tags: geometry

[plevande's solution](#)

1432.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2021-12-30 · PyPy 3-64 (first AC) · Tags: implementation, strings

[plevande's solution](#)

1433.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings

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1434.

812B

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

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2021-12-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp

[plevande's solution](#)

1435.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: dp, implementation

[plevande's solution](#)

1436.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[plevande's solution](#)

1437.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2021-12-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, trees

[plevande's solution](#)

1438.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation, strings

[plevande's solution](#)

1439.

1371D

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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

1440.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-12-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[plevande's solution](#)

1441.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[plevande's solution](#)

1442.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-12-05 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[plevande's solution](#)

1443.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-03 · PyPy 3-64 (first AC) · Tags: trees

[plevande's solution](#)

1444.

1140C

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Quality: 10,402 global accepts · Rating: 1600 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, sortings

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1445.

1217B

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Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: greedy, math

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1446.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

1447.

1609D

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Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[plevande's solution](#)

1448.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-11-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
[plevande's solution](#)

1449.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2021-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[plevande's solution](#)

1450.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: dp, greedy, sortings
[plevande's solution](#)

1451.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2021-11-10 · PyPy 3 (first AC) · Tags: games, trees
[plevande's solution](#)

1452.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: —
[plevande's solution](#)

1453.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: math, number theory
[plevande's solution](#)

1454.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: math
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1455.

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2021-10-26 · PyPy 3 (first AC) · Tags: dp, greedy, strings
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1456.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: bitmasks, brute force, math
[plevande's solution](#)

1457.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math
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1458.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
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1459.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math
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1460.

150B

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Quality: 5,317 global accepts · Rating: 1600 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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1461.

750C

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Quality: 6,991 global accepts · Rating: 1600 · first AC: 2021-08-31 · PyPy 3 (first AC) · Tags: binary search, greedy, math
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1462.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2021-08-14 · PyPy 3 (first AC) · Tags: two pointers
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1463.

689B

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Quality: 6,611 global accepts · Rating: 1600 · first AC: 2021-08-14 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
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1464.

1027C

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[plevande's solution](#)

1465.

1458A

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1466.

59C

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[plevande's solution](#)

1467.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: combinatorics
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1468.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[plevande's solution](#)

1469.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2021-08-11 · PyPy 3 (first AC) · Tags: greedy, two pointers
[plevande's solution](#)

1470.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2021-08-10 · PyPy 3 (first AC) · Tags: math, number theory

[plevande's solution](#)

1471.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,380 global accepts · Rating: 1600 · first AC: 2021-08-10 · PyPy 3 (first AC) · Tags: binary search, data structures, two pointers

[plevande's solution](#)

1472.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: data structures, expression parsing, implementation

[plevande's solution](#)

1473.

888D

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Quality: 10,505 global accepts · Rating: 1600 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

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1474.

573B

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Quality: 6,352 global accepts · Rating: 1600 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, math

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1475.

209A

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Quality: 2,849 global accepts · Rating: 1600 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: dp, math

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1476.

431C

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Quality: 29,786 global accepts · Rating: 1600 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: dp, implementation, trees

[plevande's solution](#)

1477.

1096C

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

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: brute force, geometry

[plevande's solution](#)

1478.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: dp, greedy, math

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1479.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,844 global accepts · Rating: 1600 · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[plevande's solution](#)

1480.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2021-08-03 · PyPy 3 (first AC) · Tags: brute force, combinatorics, math, number theory

[plevande's solution](#)

1481.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[plevande's solution](#)

1482.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-07-29 · PyPy 3 (first AC) · Tags: brute force, greedy, number theory
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1483.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2021-07-21 · PyPy 3 (first AC) · Tags: hashing, strings
[plevande's solution](#)

1484.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers
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1485.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: math, number theory
[plevande's solution](#)

1486.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-06-22 · PyPy 3 (first AC) · Tags: math, number theory, sortings
[plevande's solution](#)

1487.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[plevande's solution](#)

1488.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy
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1489.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, two pointers
[plevande's solution](#)

1490.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation
[plevande's solution](#)

1491.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: data structures, dp, math
[plevande's solution](#)

1492.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: constructive algorithms, math
[plevande's solution](#)

1493.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: greedy
[plevande's solution](#)

1494.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[plevande's solution](#)

1495.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: combinatorics, dp
[plevande's solution](#)

1496.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · Python 3 (first AC) · Tags: hashing, implementation, math
[plevande's solution](#)

1497.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2021-05-18 · Python 3 (first AC) · Tags: data structures, math, number theory
[plevande's solution](#)

1498.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
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1499.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[plevande's solution](#)

1500.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[plevande's solution](#)

1501.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation
[plevande's solution](#)

1502.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

1503.

1983D

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Quality: 11,053 global accepts · Rating: 1700 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

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1504.

2071C

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Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

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1505.

2039D

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1506.

2029C

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Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

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1507.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

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1508.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · PyPy 3 (first AC) · Tags: data structures, implementation, sortings

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1509.

1503B

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Quality: 7,681 global accepts · Rating: 1700 · first AC: 2024-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, games, interactive

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1510.

1984C2

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Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

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1511.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory

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1512.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy

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1513.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

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1514.

1948D

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Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, strings, two pointers

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1515.

1660F1

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Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-10-30 · last AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

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1516.

1931F

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Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs

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1517.

1132C

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Quality: 5,706 global accepts · Rating: 1700 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: brute force

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1518.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[plevande's solution](#)

1519.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[plevande's solution](#)

1520.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[plevande's solution](#)

1521.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math

[plevande's solution](#)

1522.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[plevande's solution](#)

1523.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: dp, greedy

[plevande's solution](#)

1524.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1525.

1889B

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Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[plevande's solution](#)

1526.

1153C

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Quality: 7,793 global accepts · Rating: 1700 · first AC: 2023-10-27 · PyPy 3 (first AC) · Tags: greedy, strings

[plevande's solution](#)

1527.

719C

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

Rating: 1700 · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[plevande's solution](#)

1528.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[plevande's solution](#)

1529.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[plevande's solution](#)

1530.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[plevande's solution](#)

1531.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2023-09-12 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[plevande's solution](#)

1532.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[plevande's solution](#)

1533.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2023-09-03 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, strings

[plevande's solution](#)

1534.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1535.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: data structures

[plevande's solution](#)

1536.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, math

[plevande's solution](#)

1537.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2023-08-16 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms

[plevande's solution](#)

1538.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-08-16 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, implementation

[plevande's solution](#)

1539.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[plevande's solution](#)

1540.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[plevande's solution](#)

1541.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[plevande's solution](#)

1542.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[plevande's solution](#)

1543.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[plevande's solution](#)

1544.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[plevande's solution](#)

1545.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-06-19 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, math

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1546.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[plevande's solution](#)

1547.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2023-05-26 · PyPy 3-64 (first AC) · Tags: data structures, dp

[plevande's solution](#)

1548.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-05-16 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[plevande's solution](#)

1549.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: binary search, math

[plevande's solution](#)

1550.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2023-03-28 · PyPy 3-64 (first AC) · Tags: geometry

[plevande's solution](#)

1551.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings

[plevande's solution](#)

1552.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2023-03-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

1553.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

[plevande's solution](#)

1554.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[plevande's solution](#)

1555.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees
[plevande's solution](#)

1556.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[plevande's solution](#)

1557.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-26 · PyPy 3 (first AC) · Tags: brute force, greedy
[plevande's solution](#)

1558.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-01-24 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[plevande's solution](#)

1559.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[plevande's solution](#)

1560.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · PyPy 3 (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[plevande's solution](#)

1561.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2023-01-19 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
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1562.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings
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1563.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[plevande's solution](#)

1564.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
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1565.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[plevande's solution](#)

1566.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[plevande's solution](#)

1567.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math

[plevande's solution](#)

1568.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2022-12-25 · PyPy 3-64 (first AC) · Tags: implementation, math, sortings

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1569.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[plevande's solution](#)

1570.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: bitmasks, graphs, interactive

[plevande's solution](#)

1571.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-12-19 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

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1572.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-12-04 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, graphs

[plevande's solution](#)

1573.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy

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1574.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

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1575.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar
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1576.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2022-11-03 · PyPy 3 (first AC) · Tags: combinatorics, sortings
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1577.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: implementation, math
[plevande's solution](#)

1578.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2022-10-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math
[plevande's solution](#)

1579.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-10-28 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[plevande's solution](#)

1580.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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1581.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs
[plevande's solution](#)

1582.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-10-03 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math
[plevande's solution](#)

1583.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: dp, implementation
[plevande's solution](#)

1584.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[plevande's solution](#)

1585.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[plevande's solution](#)

1586.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[plevande's solution](#)

1587.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[plevande's solution](#)

1588.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, trees

[plevande's solution](#)

1589.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1590.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-03-14 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[plevande's solution](#)

1591.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2022-02-17 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1592.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[plevande's solution](#)

1593.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math

[plevande's solution](#)

1594.

450C

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

Rating: 1700 · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1595.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2022-02-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

1596.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-02-02 · PyPy 3-64 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[plevande's solution](#)

1597.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: greedy, strings

[plevande's solution](#)

1598.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2022-01-21 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar

[plevande's solution](#)

1599.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu

[plevande's solution](#)

1600.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: games, greedy

[plevande's solution](#)

1601.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-01-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[plevande's solution](#)

1602.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, interactive, math

[plevande's solution](#)

1603.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2022-01-02 · PyPy 3 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[plevande's solution](#)

1604.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-30 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[plevande's solution](#)

1605.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-27 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[plevande's solution](#)

1606.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2021-12-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[plevande's solution](#)

1607.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: implementation

[plevande's solution](#)

1608.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: games, math

[plevande's solution](#)

1609.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2021-12-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[plevande's solution](#)

1610.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

1611.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[plevande's solution](#)

1612.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[plevande's solution](#)

1613.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[plevande's solution](#)

1614.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

1615.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-11-18 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[plevande's solution](#)

1616.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-11-17 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, two pointers

[plevande's solution](#)

1617.

1330D

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

Rating: 1700 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[plevande's solution](#)

1618.

1269C

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

Rating: 1700 · first AC: 2021-11-11 · PyPy 3 (first AC) · Tags: greedy, implementation

[plevande's solution](#)

1619.

1362D

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

Rating: 1700 · first AC: 2021-11-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[plevande's solution](#)

1620.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: dfs and similar, graphs

[plevande's solution](#)

1621.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[plevande's solution](#)

1622.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: games, greedy, math

[plevande's solution](#)

1623.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-10-18 · PyPy 3 (first AC) · Tags: geometry, hashing, number theory

[plevande's solution](#)

1624.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[plevande's solution](#)

1625.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: dp, shortest paths

[plevande's solution](#)

1626.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[plevande's solution](#)

1627.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[plevande's solution](#)

1628.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: constructive algorithms, hashing, implementation
[plevande's solution](#)

1629.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-09-13 · PyPy 3 (first AC) · Tags: data structures, greedy, strings
[plevande's solution](#)

1630.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-09-12 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation
[plevande's solution](#)

1631.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-09-12 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[plevande's solution](#)

1632.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[plevande's solution](#)

1633.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs
[plevande's solution](#)

1634.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[plevande's solution](#)

1635.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-08-28 · PyPy 3 (first AC) · Tags: geometry, math
[plevande's solution](#)

1636.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: data structures, dp, math
[plevande's solution](#)

1637.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, math, number theory
[plevande's solution](#)

1638.

1210B

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

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2021-08-14 · PyPy 3 (first AC) · Tags: brute force, greedy

[plevande's solution](#)

1639.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-08-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1640.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2021-08-13 · PyPy 3 (first AC) · Tags: dp, greedy, number theory

[plevande's solution](#)

1641.

834C

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

Rating: 1700 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: math

[plevande's solution](#)

1642.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[plevande's solution](#)

1643.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2021-08-11 · PyPy 3 (first AC) · Tags: math, number theory

[plevande's solution](#)

1644.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-08-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[plevande's solution](#)

1645.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2021-08-10 · PyPy 3 (first AC) · Tags: dp, matrices

[plevande's solution](#)

1646.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: dp

[plevande's solution](#)

1647.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[plevande's solution](#)

1648.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, trees

[plevande's solution](#)

1649.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dp,

two pointers

[plevande's solution](#)

1650.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2021-08-03 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[plevande's solution](#)

1651.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2021-08-03 · PyPy 3 (first AC) · Tags: data structures, implementation, math

[plevande's solution](#)

1652.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2021-07-31 · PyPy 3 (first AC) · Tags: implementation, strings

[plevande's solution](#)

1653.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-07-31 · PyPy 3 (first AC) · Tags: binary search, math

[plevande's solution](#)

1654.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-07-31 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, two pointers

[plevande's solution](#)

1655.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, graphs

[plevande's solution](#)

1656.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: binary search, data structures, dp

[plevande's solution](#)

1657.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: math, number theory

[plevande's solution](#)

1658.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-07-28 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

1659.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-07-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[plevande's solution](#)

1660.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: combinatorics, math, probabilities

[plevande's solution](#)

1661.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[plevande's solution](#)

1662.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-07-16 · last AC: 2021-07-16 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[plevande's solution](#)

1663.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-07 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[plevande's solution](#)

1664.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: games, math, number theory

[plevande's solution](#)

1665.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-06-03 · PyPy 3 (first AC) · Tags: math, strings

[plevande's solution](#)

1666.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-05-26 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[plevande's solution](#)

1667.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-05-19 · Python 3 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1668.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2025-11-05 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[plevande's solution](#)

1669.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, strings

[plevande's solution](#)

1670.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-09-04 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[plevande's solution](#)

1671.

2091F

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

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp
[plevande's solution](#)

1672.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, ternary search
[plevande's solution](#)

1673.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[plevande's solution](#)

1674.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures
[plevande's solution](#)

1675.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[plevande's solution](#)

1676.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[plevande's solution](#)

1677.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-03-13 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory
[plevande's solution](#)

1678.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · PyPy 3 (first AC) · Tags: dp, greedy, implementation
[plevande's solution](#)

1679.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[plevande's solution](#)

1680.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
[plevande's solution](#)

1681.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[plevande's solution](#)

1682.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[plevande's solution](#)

1683.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[plevande's solution](#)

1684.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[plevande's solution](#)

1685.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[plevande's solution](#)

1686.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2024-08-26 · PyPy 3 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[plevande's solution](#)

1687.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · PyPy 3 (first AC) · Tags: dp

[plevande's solution](#)

1688.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[plevande's solution](#)

1689.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math

[plevande's solution](#)

1690.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[plevande's solution](#)

1691.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[plevande's solution](#)

1692.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, strings

[plevande's solution](#)

1693.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, sortings

[plevande's solution](#)

1694.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-12-21 · last AC: 2023-12-21 · PyPy 3 (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[plevande's solution](#)

1695.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[plevande's solution](#)

1696.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: graphs, greedy, shortest paths

[plevande's solution](#)

1697.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1698.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2023-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[plevande's solution](#)

1699.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2023-11-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[plevande's solution](#)

1700.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2023-11-10 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1701.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[plevande's solution](#)

1702.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

1703.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[plevande's solution](#)

1704.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[plevande's solution](#)

1705.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

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1706.

706D

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1709.

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1710.

1846E2

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1711.

1867D

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1712.

1872F

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1713.

922D

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1714.

1861D

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1715.

1042D

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1717.

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963A

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1856E1

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1720.

1500A

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1721.

1030D

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1722.

1852A

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1723.

1852B

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1724.

1107D

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1725.

280B

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1108E1

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1729.

827B

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1730.

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1731.

1805D

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1732.

1734D

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1733.

1709C

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1734.

983B

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1735.

1705D

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1736.

733C

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1737.

1768D

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1738.

1119D

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1740.

1611F

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1741.

1758D

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1742.

991E

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584D

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1744.

1750D

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1740E

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1746.

1090D

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1747.

370C

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1267L

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1749.

1394A

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1750.

1249D2

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1751.

1280B

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1752.

1729E

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1753.

1560E

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1754.

1034A

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1755.

1005E1

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1756.

1186C

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1757.

1534D

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1758.

543A

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1759.

778B

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1760.

1635D

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1761.

1637D

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1762.

700B

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1763.

800A

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1764.

671A

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1765.

1630B

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1766.

1067B

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1767.

939E

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1768.

899D

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1769.

1191D

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1770.

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1771.

1136D

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1772.

1620C

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1773.

1617D1

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1774.

979B

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1775.

1287D

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1776.

1287C

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1777.

1195D2

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1778.

1330C

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1779.

1327E

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1780.

1582F1

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1781.

1250J

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1782.

1334D

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1783.

1586D

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1784.

1367D

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1785.

894B

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1786.

1177B

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1787.

1252H

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1788.

687B

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1789.

1355C

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1790.

1491D

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1791.

1187C

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1792.

1207D

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1793.

16C

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1794.

7C

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1795.

1151C

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1796.

1016D

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Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-09-15 · PyPy 3 (first AC) · Tags: constructive algorithms, flows, math
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1797.

1010C

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1798.

45J

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1799.

1062D

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1800.

69E

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1801.

67B

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1802.

1381B

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1803.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-09-06 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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1804.

254C

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Quality: 1,604 global accepts · Rating: 1800 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: greedy, strings

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1805.

336C

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Quality: 2,658 global accepts · Rating: 1800 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, number theory

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1806.

174C

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Quality: 1,258 global accepts · Rating: 1800 · first AC: 2021-09-02 · PyPy 3 (first AC) · Tags: data structures, greedy

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1807.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

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1808.

1478D

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Rating: 1800 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

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1809.

1556D

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1810.

1556C

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1811.

863C

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1812.

933A

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1813.

148D

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1814.

73C

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1815.

551B

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1816.

1148D

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1817.

478C

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1818.

575H

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1819.

988D

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1820.

1426E

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1821.

1295D

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1822.

1152C

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1823.

1388C

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1824.

1549D

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1825.

1554C

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1826.

1552C

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1827.

1552D

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[plevande's solution](#)

1828.

328A

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[plevande's solution](#)

1829.

1475D

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1830.

1442A

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1831.

257C

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1832.

2165B

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1833.

1926G

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1834.

1968G1

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Quality: 5,298 global accepts · Rating: 1900 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
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1835.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
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1836.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation
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1837.

2078E

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[plevande's solution](#)

1838.

2064D

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1839.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · PyPy 3 (first AC) · Tags: data structures, graphs, greedy, shortest paths
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1840.

1991D

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1841.

2053E

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1842.

2029D

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1843.

2022D1

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Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

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1844.

2018B

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1845.

729E

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1846.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-08-12 · PyPy 3 (first AC) · Tags: data structures, sortings

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1847.

1994D

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1848.

1974F

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1849.

1946D

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1850.

1929D

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1851.

1928D

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1852.

1927F

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1853.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-01-28 · PyPy 3 (first AC) · Tags: data structures, strings, trees

[plevande's solution](#)

1854.

1920D

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[plevande's solution](#)

1855.

552C

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Quality: 5,875 global accepts · Rating: 1900 · first AC: 2024-01-08 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[plevande's solution](#)

1856.

1272E

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Quality: 7,933 global accepts · Rating: 1900 · first AC: 2024-01-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

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1857.

1475G

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[plevande's solution](#)

1858.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: greedy, math

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1859.

1208D

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

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[plevande's solution](#)

1860.

1404B

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Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-11-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, trees

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1861.

1012B

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1862.

1095E

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1863.

1895D

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1864.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

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1865.

1891D

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1866.

1153D

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1867.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-25 · PyPy 3-64 (first AC) · Tags: binary search, graphs, shortest paths

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1868.

1887A2

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1869.

1821D

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[plevande's solution](#)

1870.

746E

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1871.

1882D

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1872.

1847D

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1873.

568B

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1874.

1172B

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1875.

1746D

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1876.

811C

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[plevande's solution](#)

1877.

862C

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1878.

1794D

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1879.

1846G

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Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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1880.

796C

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Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-08-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[plevande's solution](#)

1881.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2023-08-16 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

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1882.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: greedy, math

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1883.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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1884.

1141F1

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Quality: 4,156 global accepts · Rating: 1900 · first AC: 2023-07-24 · PyPy 3 (first AC) · Tags: greedy

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1885.

285D

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1886.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2023-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[plevande's solution](#)

1887.

653C

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Quality: 1,780 global accepts · Rating: 1900 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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1888.

1817B

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1889.

1800F

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Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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1890.

1701D

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1891.

607B

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1892.

1799D1

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1893.

1383B

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1894.

1787D

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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1895.

1679D

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[plevande's solution](#)

1896.

1777D

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Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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1897.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-01-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

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1898.

1717D

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1899.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, strings

[plevande's solution](#)

1900.

1174D

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1901.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, trees

[plevande's solution](#)

1902.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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1903.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

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1904.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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1905.

1216E1

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1906.

757C

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1907.

1738D

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1908.

1613D

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[plevande's solution](#)

1909.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[plevande's solution](#)

1910.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-09-03 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[plevande's solution](#)

1911.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[plevande's solution](#)

1912.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings

[plevande's solution](#)

1913.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1914.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2022-05-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[plevande's solution](#)

1915.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[plevande's solution](#)

1916.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2022-05-03 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[plevande's solution](#)

1917.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[plevande's solution](#)

1918.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-04-29 · PyPy 3-64 (first AC) · Tags: data structures, geometry, implementation, math

[plevande's solution](#)

1919.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-04-29 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[plevande's solution](#)

1920.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · last AC: 2022-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[plevande's solution](#)

1921.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, math, number theory

[plevande's solution](#)

1922.

477B

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

Rating: 1900 · first AC: 2022-03-10 · PyPy 3 (first AC) · Tags: math

[plevande's solution](#)

1923.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2022-03-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[plevande's solution](#)

1924.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-02-18 · PyPy 3-64 (first AC) · Tags: hashing, implementation, strings

[plevande's solution](#)

1925.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[plevande's solution](#)

1926.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, sortings

[plevande's solution](#)

1927.

700A

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2022-02-07 · PyPy 3-64 (first AC) · Tags: binary search, math

[plevande's solution](#)

1928.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2022-01-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plevande's solution](#)

1929.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, interactive

[plevande's solution](#)

1930.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2022-01-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[plevande's solution](#)

1931.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-01-20 · PyPy 3-64 (first AC) · Tags: dp

[plevande's solution](#)

1932.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: bitmasks, math, number theory

[plevande's solution](#)

1933.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-01-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[plevande's solution](#)

1934.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2022-01-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[plevande's solution](#)

1935.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2022-01-01 · PyPy 3-64 (first AC) · Tags: math, probabilities

[plevande's solution](#)

1936.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2021-12-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees

[plevande's solution](#)

1937.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2021-12-26 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, implementation

[plevande's solution](#)

1938.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2021-12-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[plevande's solution](#)

1939.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, trees

[plevande's solution](#)

1940.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[plevande's solution](#)

1941.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[plevande's solution](#)

1942.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: dsu, sortings

[plevande's solution](#)

1943.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[plevande's solution](#)

1944.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: binary search

[plevande's solution](#)

1945.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[plevande's solution](#)

1946.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[plevande's solution](#)

1947.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: geometry, implementation

[plevande's solution](#)

1948.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[plevande's solution](#)

1949.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[plevande's solution](#)

1950.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: dp, strings

[plevande's solution](#)

1951.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[plevande's solution](#)

1952.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: dsu, graphs, greedy

[plevande's solution](#)

1953.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-10-05 · PyPy 3 (first AC) · Tags: constructive algorithms, games

[plevande's solution](#)

1954.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[plevande's solution](#)

1955.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: dfs and similar, dp, trees

[plevande's solution](#)

1956.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: games, greedy

[plevande's solution](#)

1957.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-10-01 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[plevande's solution](#)

1958.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2021-10-01 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[plevande's solution](#)

1959.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[plevande's solution](#)

1960.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: greedy

[plevande's solution](#)

1961.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: combinatorics, dp

[plevande's solution](#)

1962.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[plevande's solution](#)

1963.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[plevande's solution](#)

1964.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[plevande's solution](#)

1965.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2021-09-27 · last AC: 2021-09-27 · PyPy 3 (first AC) · Tags: greedy, implementation, two pointers

[plevande's solution](#)

1966.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-09-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1967.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-09-26 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[plevande's solution](#)

1968.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2021-09-25 · PyPy 3 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[plevande's solution](#)

1969.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: binary search, data structures, math

[plevande's solution](#)

1970.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[plevande's solution](#)

1971.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[plevande's solution](#)

1972.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: combinatorics, math, sortings

[plevande's solution](#)

1973.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: binary search, interactive

[plevande's solution](#)

1974.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[plevande's solution](#)

1975.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[plevande's solution](#)

1976.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: bitmasks, math, number theory, strings
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1977.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2021-09-19 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation, math
[plevande's solution](#)

1978.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2021-09-12 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math
[plevande's solution](#)

1979.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[plevande's solution](#)

1980.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: dfs and similar, interactive, trees
[plevande's solution](#)

1981.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: data structures, greedy, strings
[plevande's solution](#)

1982.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-09-06 · PyPy 3 (first AC) · Tags: greedy, hashing, string suffix structures, strings
[plevande's solution](#)

1983.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2021-09-02 · PyPy 3 (first AC) · Tags: greedy
[plevande's solution](#)

1984.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy
[plevande's solution](#)

1985.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2021-08-30 · PyPy 3 (first AC) · Tags: math
[plevande's solution](#)

1986.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2021-08-23 · PyPy 3 (first AC) · Tags: two pointers

[plevande's solution](#)

1987.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2021-08-21 · PyPy 3 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1988.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2021-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[plevande's solution](#)

1989.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2021-08-21 · PyPy 3 (first AC) · Tags: greedy, sortings

[plevande's solution](#)

1990.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: greedy, meet-in-the-middle, sortings

[plevande's solution](#)

1991.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2021-08-19 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[plevande's solution](#)

1992.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2021-08-19 · PyPy 3 (first AC) · Tags: math, number theory

[plevande's solution](#)

1993.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2021-07-20 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation

[plevande's solution](#)

1994.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2021-07-20 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[plevande's solution](#)

1995.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2021-07-18 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[plevande's solution](#)

1996.

1546D

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

Rating: 1900 · first AC: 2021-07-11 · PyPy 3 (first AC) · Tags: combinatorics, math

[plevande's solution](#)

1997.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[plevande's solution](#)

1998.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-06-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

1999.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[plevande's solution](#)

2000.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-06-02 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[plevande's solution](#)

2001.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-06-01 · PyPy 3 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[plevande's solution](#)

2002.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-05-23 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[plevande's solution](#)

2003.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[plevande's solution](#)

2004.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[plevande's solution](#)

2005.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[plevande's solution](#)

2006.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: data structures, graph matchings, greedy

[plevande's solution](#)

2007.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[plevande's solution](#)

2008.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2025-02-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[plevande's solution](#)

2009.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[plevande's solution](#)

2010.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: dp, graphs
[plevande's solution](#)

2011.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[plevande's solution](#)

2012.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities
[plevande's solution](#)

2013.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-08-27 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[plevande's solution](#)

2014.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2024-08-13 · PyPy 3 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[plevande's solution](#)

2015.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
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2016.

1951E

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2017.

1951D

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Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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2018.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: hashing, implementation, math, strings
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2019.

1931G

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2020.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
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2021.

1905D

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2022.

938D

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2023.

1129B

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2024.

1857G

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2025.

1891F

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2026.

1903E

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2027.

1344B

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graphs

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2028.

1900D

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2029.

1388D

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2030.

776D

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2031.

1619F

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2032.

1889C1

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2033.

933B

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2034.

1867E1

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2035.

766D

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2036.

862D

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2037.

1620D

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2038.

940E

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1009E

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2040.

1702G2

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895C

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2042.

900D

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2043.

1624E

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2044.

475D

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2045.

1830B

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1616D

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1744F

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1815B

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1256F

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2050.

1753C

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1788D

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1764D

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1770D

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1731E

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1399E1

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1619G

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384E

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2059.

842C

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2060.

1610D

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1726D

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2062.

758D

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2063.

1521C

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1712D

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1718B

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1674G

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1682D

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1665D

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1672F1

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2072.

1641B

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2073.

1161C

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2074.

1638D

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2075.

1634D

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671B

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896B

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2078.

871B

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2079.

749D

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2080.

1622D

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492E

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2082.

1257E

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720A

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2084.

1574D

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2085.

1379C

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2086.

965C

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2087.

997B

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2088.

1427C

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2089.

1030E

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2090.

1250N

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1599C

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2092.

1380D

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852B

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2094.

864E

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2095.

792C

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999E

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1288D

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1363E

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2099.

1451E1

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2100.

1294F

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2101.

1416C

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2102.

1408D

[Searchlights](#) · [Tutorial](#)

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2103.

1316D

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2104.

1183E

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2105.

1209E1

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2106.

1183G

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2107.

1080D

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2108.

1244C

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1487E

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Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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2110.

1311D

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2111.

1385E

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Quality: 9,040 global accepts · Rating: 2000 · first AC: 2021-10-12 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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2112.

1415D

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2113.

1366D

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2114.

1391D

[505](#) · [Tutorial](#)

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2115.

1427D

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2116.

1219G

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2117.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-10-05 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
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2118.

314B

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Quality: 1,619 global accepts · Rating: 2000 · first AC: 2021-09-23 · last AC: 2021-09-23 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, strings
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2119.

1359E

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Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-09-21 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory
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2120.

1359D

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Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-09-21 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers
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2121.

1019B

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Quality: 2,114 global accepts · Rating: 2000 · first AC: 2021-09-17 · PyPy 3 (first AC) · Tags: binary search, interactive
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2122.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-09-17 · PyPy 3 (first AC) · Tags: math, number theory

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2123.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

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2124.

359D

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Quality: 5,725 global accepts · Rating: 2000 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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2125.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-09-09 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, strings

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2126.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: combinatorics, dp

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2127.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2128.

21C

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Quality: 2,540 global accepts · Rating: 2000 · first AC: 2021-09-01 · PyPy 3 (first AC) · Tags: binary search, dp, sortings

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2129.

509E

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2130.

29D

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2131.

1561E

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Rating: 2000 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: constructive algorithms

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2132.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-07-24 · PyPy 3 (first AC) · Tags: greedy, strings

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2133.

1033D

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2134.

961D

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Quality: 4,880 global accepts · Rating: 2000 · first AC: 2021-06-16 · PyPy 3 (first AC) · Tags: geometry
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2135.

774J

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Quality: 432 global accepts · Rating: 2000 · first AC: 2021-06-16 · PyPy 3 (first AC) · Tags: *special, dp
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2136.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory
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2137.

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
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2138.

1493C

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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
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2139.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-06-08 · PyPy 3 (first AC) · Tags: combinatorics, dp, strings
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2140.

1536D

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Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation
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2141.

1481D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
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2142.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-05-25 · Python 3 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
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2143.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-05-18 · Python 3 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

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2144.

1811F

[Is It Flower? · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation

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2145.

2092E

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Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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2146.

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

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2147.

2004E

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Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

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2148.

763B

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Quality: 3,055 global accepts · Rating: 2100 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry

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2149.

2029E

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2150.

1998D

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Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-27 · PyPy 3 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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2151.

1948E

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2152.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

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2153.

489F

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2154.

1482E

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2155.

1066F

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2156.

1660F2

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2157.

1108F

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2158.

1637E

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2159.

762C

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2160.

899F

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2161.

1920E

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2162.

552E

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2163.

1433G

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Quality: 5,117 global accepts · Rating: 2100 · first AC: 2023-12-25 · PyPy 3-64 (first AC) · Tags: brute force, graphs, shortest paths
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2164.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, math
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2165.

1364D

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2166.

1838D

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2167.

960D

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2168.

675C

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2169.

771C

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2170.

1003E

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2171.

1547G

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2172.

1832D1

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2173.

1856D

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2174.

1762D

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2175.

1900E

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2176.

900E

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2177.

776E

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2178.

1876C

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2179.

1886D

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2180.

1821E

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2181.

1472G

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2182.

732E

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2183.

1869D2

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2184.

811D

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2185.

862E

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2186.

1863E

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2187.

796D

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2188.

1271E

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2189.

1365F

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2190.

877D

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2191.

920E

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2192.

827C

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2193.

1729G

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2194.

840B

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2195.

1284D

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2196.

875C

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2197.

1778D

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2198.

1787E

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2199.

1099E

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2200.

1775E

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2201.

551D

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Quality: 2,111 global accepts · Rating: 2100 · first AC: 2023-01-10 · PyPy 3 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
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2202.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · PyPy 3 (first AC) · Tags: data structures, dp
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2203.

852E

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2204.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · last AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
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2205.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
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2206.

1450C1

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Quality: 5,916 global accepts · Rating: 2100 · first AC: 2022-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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2207.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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2208.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2022-05-17 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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2209.

1614D1

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Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-05-10 · PyPy 3 (first AC) · Tags: dp, number theory

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2210.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2022-04-26 · PyPy 3 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

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2211.

576B

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2212.

1530E

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2213.

1204D2

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2214.

1158C

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2215.

1628D1

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2216.

1411D

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Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-01-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, strings

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2217.

1032E

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[plevande's solution](#)

2218.

1370E

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2219.

1207F

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2220.

475C

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2221.

1392E

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2222.

1299C

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2223.

1372D

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2224.

954F

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1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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1216F

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Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

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2227.

936B

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2228.

1575L

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Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-12-31 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, sortings

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2229.

1201D

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1413E

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1538E

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2232.

993C

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2234.

1185G1

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2235.

128B

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2236.

1039B

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Quality: 2,597 global accepts · Rating: 2100 · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: binary search, interactive, probabilities

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2237.

1027E

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1187E

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734E

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2242.

431D

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985D

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1217D

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2247.

1551D2

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2248.

895D

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2249.

799D

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748D

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2252.

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988F

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1166E

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1363D

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1154F

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1176F

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1355E

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452C

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1332E

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1265E

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2274.

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2276.

2101C

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2033G

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1730D

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1848D

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1153E

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1353F

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1858D

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2305.

1615D

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2306.

653D

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2307.

1815C

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553C

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723E

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1763D

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954I

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618D

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773C

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2318.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-07-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

2319.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[plevande's solution](#)

2320.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2022-04-27 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math
[plevande's solution](#)

2321.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2022-04-26 · PyPy 3 (first AC) · Tags: greedy, implementation
[plevande's solution](#)

2322.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-04-25 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers
[plevande's solution](#)

2323.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory
[plevande's solution](#)

2324.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[plevande's solution](#)

2325.

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: —
[plevande's solution](#)

2326.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-04-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, shortest paths
[plevande's solution](#)

2327.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-04-15 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[plevande's solution](#)

2328.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, trees
[plevande's solution](#)

2329.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-04-15 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, implementation, math
[plevande's solution](#)

2330.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-04-14 · PyPy 3-64 (first AC) · Tags: dp, games

[plevande's solution](#)

2331.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-04-13 · PyPy 3-64 (first AC) · Tags: dp, hashing, strings

[plevande's solution](#)

2332.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-04-10 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[plevande's solution](#)

2333.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: math, number theory

[plevande's solution](#)

2334.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[plevande's solution](#)

2335.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[plevande's solution](#)

2336.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, strings

[plevande's solution](#)

2337.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: data structures, math

[plevande's solution](#)

2338.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

2339.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[plevande's solution](#)

2340.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-04-06 · last AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[plevande's solution](#)

2341.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[plevande's solution](#)

2342.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2022-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[plevande's solution](#)

2343.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-04-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[plevande's solution](#)

2344.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-04-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[plevande's solution](#)

2345.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-04-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[plevande's solution](#)

2346.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[plevande's solution](#)

2347.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-03-31 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[plevande's solution](#)

2348.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-03-30 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graphs, trees

[plevande's solution](#)

2349.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2022-03-30 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[plevande's solution](#)

2350.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-29 · PyPy 3 (first AC) · Tags: combinatorics, dp, graph matchings, math

[plevande's solution](#)

2351.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-03-28 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

2352.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-03-26 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[plevande's solution](#)

2353.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[plevande's solution](#)

2354.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math

[plevande's solution](#)

2355.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[plevande's solution](#)

2356.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[plevande's solution](#)

2357.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-03-25 · PyPy 3 (first AC) · Tags: bitmasks, dp

[plevande's solution](#)

2358.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2022-03-24 · PyPy 3 (first AC) · Tags: greedy

[plevande's solution](#)

2359.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-03-23 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[plevande's solution](#)

2360.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-03-23 · PyPy 3 (first AC) · Tags: greedy

[plevande's solution](#)

2361.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-03-22 · PyPy 3 (first AC) · Tags: dp, strings

[plevande's solution](#)

2362.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-03-21 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[plevande's solution](#)

2363.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-03-21 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, sortings

[plevande's solution](#)

2364.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2022-03-20 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, dp

[plevande's solution](#)

2365.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-03-20 · PyPy 3 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[plevande's solution](#)

2366.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-03-19 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[plevande's solution](#)

2367.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2022-03-19 · PyPy 3 (first AC) · Tags: dp

[plevande's solution](#)

2368.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-03-18 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[plevande's solution](#)

2369.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-03-17 · PyPy 3 (first AC) · Tags: binary search, math

[plevande's solution](#)

2370.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-03-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math, sortings

[plevande's solution](#)

2371.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[plevande's solution](#)

2372.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data

structures, dp, implementation

[plevande's solution](#)

2373.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-02-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[plevande's solution](#)

2374.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[plevande's solution](#)

2375.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[plevande's solution](#)

2376.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-02-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[plevande's solution](#)

2377.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees

[plevande's solution](#)

2378.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-02-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[plevande's solution](#)

2379.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-02-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[plevande's solution](#)

2380.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

2381.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2022-01-24 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[plevande's solution](#)

2382.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

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2383.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2021-12-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[plevande's solution](#)

2384.

805E

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

Rating: 2200 · first AC: 2021-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[plevande's solution](#)

2385.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[plevande's solution](#)

2386.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp

[plevande's solution](#)

2387.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2021-10-26 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[plevande's solution](#)

2388.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[plevande's solution](#)

2389.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[plevande's solution](#)

2390.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[plevande's solution](#)

2391.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-03-06 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, strings

[plevande's solution](#)

2392.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[plevande's solution](#)

2393.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-01-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[plevande's solution](#)

2394.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2024-11-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[plevande's solution](#)

2395.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[plevande's solution](#)

2396.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[plevande's solution](#)

2397.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[plevande's solution](#)

2398.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[plevande's solution](#)

2399.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[plevande's solution](#)

2400.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-02-04 · PyPy 3 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[plevande's solution](#)

2401.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-01-30 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, math, number theory

[plevande's solution](#)

2402.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-12-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[plevande's solution](#)

2403.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[plevande's solution](#)

2404.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[plevande's solution](#)

2405.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[plevande's solution](#)

2406.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[plevande's solution](#)

2407.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[plevande's solution](#)

2408.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[plevande's solution](#)

2409.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-11-25 · PyPy 3 (first AC) · Tags: combinatorics, dp, math, two pointers

[plevande's solution](#)

2410.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-10-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[plevande's solution](#)

2411.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[plevande's solution](#)

2412.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-09-27 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[plevande's solution](#)

2413.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2022-08-29 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[plevande's solution](#)

2414.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2022-07-31 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[plevande's solution](#)

2415.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2022-07-31 · PyPy 3 (first AC) · Tags: combinatorics, dp, number theory
[plevande's solution](#)

2416.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-07-29 · PyPy 3 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[plevande's solution](#)

2417.

660E

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883C

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2421.

1182E

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938E

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2423.

723F

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2425.

1399F

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2426.

1607F

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2427.

1172C1

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2428.

711E

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1316E

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1528C

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1282D

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2434.

1451E2

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2435.

1610E

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846E

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1342E

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2438.

1285E

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2439.

1513E

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2440.

858F

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1139D

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1167F

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1691E

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2445.

1065E

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2446.

1151F

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935E

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2448.

1548D1

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2450.

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1385G

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727E

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1408F

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1411E

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1476E

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2456.

1371E2

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1188B

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2458.

1270E

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1096F

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2460.

1594E2

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2462.

1621E

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2463.

793C

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1552E

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2465.

558D

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1600F

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2468.

1046I

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2469.

1086C

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2470.

995C

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1132E

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708C

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2473.

898F

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2474.

1004D

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1934D2

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2481.

2001E1

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2483.

1984E

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2485.

959F

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2487.

1879E

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1794E

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1713E

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2490.

1129C

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1830C

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2493.

1290C

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1485F

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2495.

946F

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2496.

1401E

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1036F

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2498.

1358E

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2499.

1598F

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2500.

1038E

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2501.

1499E

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2502.

1401F

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2503.

920D

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2504.

1286C1

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2505.

1080E

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2506.

1263F

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1527D

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2508.

1450F

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2509.

1526E

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2510.

911F

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2511.

1594F

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2512.

1132G

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2513.

1109D

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2514.

626E

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Quality: 1,586 global accepts · Rating: 2400 · first AC: 2022-09-15 · PyPy 3 (first AC) · Tags: binary search, math, ternary search
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2515.

1182D

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2516.

1725L

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Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-13 · PyPy 3 (first AC) · Tags: data structures
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2517.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-09-09 · last AC: 2022-09-09 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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2518.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-09-07 · PyPy 3 (first AC) · Tags: fft, geometry, number theory

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2519.

1726E

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Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · PyPy 3 (first AC) · Tags: combinatorics, fft, math

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2520.

1333E

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Quality: 1,818 global accepts · Rating: 2400 · first AC: 2022-09-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

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2521.

1615E

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Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-09-04 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

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2522.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-09-02 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

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2523.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-08-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

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2524.

1017E

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Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-08-29 · PyPy 3-64 (first AC) · Tags: geometry, hashing, strings

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2525.

1194F

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Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-08-26 · PyPy 3 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

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2526.

755E

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Quality: 917 global accepts · Rating: 2400 · first AC: 2022-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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2527.

1443E

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Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-08-23 · PyPy 3-64 (first AC) · Tags: brute force, math, two pointers

[plevande's solution](#)

2528.

1061F

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Quality: 905 global accepts · Rating: 2400 · first AC: 2022-08-23 · last AC: 2022-08-23 · PyPy 3-64 (first AC) · Tags: interactive, probabilities

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2529.

1370F1

[The Hidden Pair \(Easy Version\) · Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-08-20 · last AC: 2022-08-20 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[plevande's solution](#)

2530.

1718C

[Tonya and Burenka-179 · Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, number theory

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2531.

1242C

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Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-08-16 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

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2532.

1585F

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Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-08-15 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

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2533.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[plevande's solution](#)

2534.

1455E

[Four Points · Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

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2535.

1634E

[Fair Share · Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

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2536.

798D

[Mike and distribution · Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2022-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[plevande's solution](#)

2537.

1369E

[DeadLee · Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

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2538.

1408E

[Avoid Rainbow Cycles · Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-08-04 · PyPy 3 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[plevande's solution](#)

2539.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, flows

[plevande's solution](#)

2540.

1605E

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Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-08-02 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[plevande's solution](#)

2541.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2022-07-31 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[plevande's solution](#)

2542.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-07-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[plevande's solution](#)

2543.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-07-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[plevande's solution](#)

2544.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2022-06-30 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, number theory

[plevande's solution](#)

2545.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-06-29 · PyPy 3 (first AC) · Tags: combinatorics, dp, fft, math

[plevande's solution](#)

2546.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-06-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math

[plevande's solution](#)

2547.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-06-28 · PyPy 3 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[plevande's solution](#)

2548.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: implementation, interactive

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2549.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-05-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[plevande's solution](#)

2550.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-03-19 · PyPy 3 (first AC) · Tags: combinatorics, math
[plevande's solution](#)

2551.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, probabilities
[plevande's solution](#)

2552.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[plevande's solution](#)

2553.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-05-09 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[plevande's solution](#)

2554.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-05-08 · PyPy 3-64 (first AC) · Tags: brute force, dp, math
[plevande's solution](#)

2555.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-04-14 · PyPy 3-64 (first AC) · Tags: data structures
[plevande's solution](#)

2556.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[plevande's solution](#)

2557.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees
[plevande's solution](#)

2558.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
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2559.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math
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2560.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-12-04 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[plevande's solution](#)

2561.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

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2562.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[plevande's solution](#)

2563.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: games

[plevande's solution](#)

2564.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[plevande's solution](#)

2565.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[plevande's solution](#)

2566.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

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2567.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2023-02-14 · PyPy 3-64 (first AC) · Tags: —

[plevande's solution](#)

2568.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-02-13 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[plevande's solution](#)

2569.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[plevande's solution](#)

2570.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-01-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[plevande's solution](#)

2571.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-12-14 · PyPy 3-64 (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[plevande's solution](#)

2572.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2022-12-14 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[plevande's solution](#)

2573.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, two pointers

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2574.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-12-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[plevande's solution](#)

2575.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

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2576.

1710C

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Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

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2577.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-12-06 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[plevande's solution](#)

2578.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-12-05 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy

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2579.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

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2580.

1746E1

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Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[plevande's solution](#)

2581.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory
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2582.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2022-04-28 · PyPy 3 (first AC) · Tags: binary search, geometry, math, sortings, two pointers
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2583.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings
[plevande's solution](#)

2584.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math, trees
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2585.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2026-03-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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2586.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
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2587.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-12-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory
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2588.

2120F

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Quality: 476 global accepts · Rating: 2600 · first AC: 2025-12-16 · PyPy 3-64 (first AC) · Tags: 2-sat, graphs
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2589.

1363F

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Quality: 1,739 global accepts · Rating: 2600 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: dp, strings
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2590.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2025-10-21 · PyPy 3 (first AC) · Tags: brute force, implementation, math, number theory
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2591.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy
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2592.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-10-07 · PyPy 3 (first AC) · Tags: brute force, data structures, divide and conquer
[plevande's solution](#)

2593.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-10-02 · PyPy 3 (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings
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2594.

1495D

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Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-10-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
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2595.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
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2596.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[plevande's solution](#)

2597.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy
[plevande's solution](#)

2598.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[plevande's solution](#)

2599.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, interactive
[plevande's solution](#)

2600.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, number theory
[plevande's solution](#)

2601.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, probabilities, trees
[plevande's solution](#)

2602.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy
[plevande's solution](#)

2603.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[plevande's solution](#)

2604.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-08-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[plevande's solution](#)

2605.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[plevande's solution](#)

2606.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-08-14 · PyPy 3-64 (first AC) · Tags: dp, games
[plevande's solution](#)

2607.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[plevande's solution](#)

2608.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[plevande's solution](#)

2609.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities
[plevande's solution](#)

2610.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: data structures, two pointers
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2611.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees
[plevande's solution](#)

2612.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[plevande's solution](#)

2613.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, two pointers

[plevande's solution](#)

2614.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[plevande's solution](#)

2615.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[plevande's solution](#)

2616.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

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2617.

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: —

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2618.

104471D

[Array Counting](#) · [Tutorial](#)

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2619.

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: —

[plevande's solution](#)

2620.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: —

[plevande's solution](#)

2621.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · PyPy 3 (first AC) · Tags: —

[plevande's solution](#)

2622.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · PyPy 3 (first AC) · Tags: —

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2623.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · PyPy 3 (first AC) · Tags: —

[plevande's solution](#)

2624.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · Python 3 (first AC) · Tags: —

[plevande's solution](#)

2625.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · Python 3 (first AC) · Tags: —

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