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Unique solved — radial

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

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Filters: none

Count: 1,605

- 1.**
1968B
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Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[radal's solution](#)
- 2.**
1968A
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- 3.**
1886A
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Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
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- 4.**
1845A
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Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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- 5.**
1842A
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- 6.**
1821A
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1810B
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1810A
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- 9.**
1796A
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10.

1792A

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11.

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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12.

1774A

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13.

1766A

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14.

1773F

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15.

1764A

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16.

1761A

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17.

1670A

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18.

1747A

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19.

1740B

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20.

1740A

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21.

1746B

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22.

1746A

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23.

1738A

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24.

1739A

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25.

1733A

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26.

1721A

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27.

1715A

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28.

1608A

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29.

1712B

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30.

1712A

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31.

1713A

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32.

1716B

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33.

1716A

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34.

1704A

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35.

1709A

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36.

1706A

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37.

1705A

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38.

1698A

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39.

1698B

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40.

1696A

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41.

1697A

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42.

1691A

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43.

1681B

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44.

1681A

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45.

1684B

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46.

1684A

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47.

1680B

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48.

1680A

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49.

1672B

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50.

1672A

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51.

1178A

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52.

1656A

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53.

1646B

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54.

1646A

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55.

1637A

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56.

1626A

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57.

1627A

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58.

1621A

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59.

1616A

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60.

1622A

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61.

1619B

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62.

1619A

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63.

1591A

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64.

1605A

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65.

1594A

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66.

1491A

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67.

1574A

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68.

1556A

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69.

1561A

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70.

1557A

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71.

1549A

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72.

1549B

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73.

1554A

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74.

1553A

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75.

1550A

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76.

1542A

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77.

155A

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78.

1541A

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79.

1537A

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80.

1523A

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81.

1526A

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82.

1515A

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83.

1517A

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84.

1514A

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85.

1509A

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86.

1511A

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87.

1504A

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88.

1484A

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89.

1497A

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90.

1501A

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91.

1167A

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92.

1493A

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93.

9A

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94.

1389A

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95.

1492A

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96.

1368A

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97.

1487A

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98.

1480A

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99.

1481A

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100.

1478A

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101.

1474A

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102.

1473A

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103.

854A

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104.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[radal's solution](#)

105.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[radal's solution](#)

106.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[radal's solution](#)

107.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radal's solution](#)

108.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[radal's solution](#)

109.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radal's solution](#)

110.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[radal's solution](#)

111.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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112.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[radal's solution](#)

113.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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114.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radal's solution](#)

115.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[radal's solution](#)

116.

1452A

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Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[radal's solution](#)

117.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radal's solution](#)

118.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

119.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[radal's solution](#)

120.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[radal's solution](#)

121.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[radal's solution](#)

122.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[radal's solution](#)

123.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[radal's solution](#)

124.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[radal's solution](#)

125.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[radal's solution](#)

126.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[radal's solution](#)

127.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[radal's solution](#)

128.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[radal's solution](#)

129.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[radal's solution](#)

130.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[radal's solution](#)

131.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radal's solution](#)

132.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, strings

[radal's solution](#)

133.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[radal's solution](#)

134.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[radal's solution](#)

135.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2019-12-06 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: brute force, math

[radal's solution](#)

136.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[radal's solution](#)

137.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

138.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,833 global accepts · Rating: 800 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[radal's solution](#)

139.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[radal's solution](#)

140.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: implementation, strings
[radal's solution](#)

141.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[radal's solution](#)

142.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[radal's solution](#)

143.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radal's solution](#)

144.

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[radal's solution](#)

145.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radal's solution](#)

146.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[radal's solution](#)

147.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[radal's solution](#)

148.

1352A

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Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radal's solution](#)

149.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[radal's solution](#)

150.

855A

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Quality: 27,347 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[radal's solution](#)

151.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[radal's solution](#)

152.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

153.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

154.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[radal's solution](#)

155.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[radal's solution](#)

156.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

157.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[radal's solution](#)

158.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

159.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[radal's solution](#)

160.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[radal's solution](#)

161.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,198 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radal's solution](#)

162.

486A

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

Quality: 154,141 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radal's solution](#)

163.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radal's solution](#)

164.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

165.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

166.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

167.

1244A

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[radal's solution](#)

168.

1015A

[Points in Segments](#) · [Tutorial](#)

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[radal's solution](#)

169.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[radal's solution](#)

170.

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

171.

1006A

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Quality: 22,874 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

172.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[radal's solution](#)

173.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[radal's solution](#)

174.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[radal's solution](#)

175.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[radal's solution](#)

176.

110A

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Quality: 199,494 global accepts · Rating: 800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[radal's solution](#)

177.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[radal's solution](#)

178.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[radal's solution](#)

179.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

180.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,816 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[radal's solution](#)

181.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[radal's solution](#)

182.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

183.

1328A

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Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

184.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: number theory

[radal's solution](#)

185.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation, strings

[radal's solution](#)

186.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

187.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2020-02-09 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

188.

443A

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

Quality: 112,049 global accepts · Rating: 800 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[radal's solution](#)

189.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,209 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

190.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,713 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[radal's solution](#)

191.

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

192.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[radal's solution](#)

193.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,978 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[radal's solution](#)

194.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

195.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,553 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

196.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[radal's solution](#)

197.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,956 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation, math

[radal's solution](#)

198.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[radal's solution](#)

199.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dp, greedy

[radal's solution](#)

200.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[radal's solution](#)

201.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,243 global accepts · Rating: 800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: implementation, strings

[radal's solution](#)

202.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: *special, implementation

[radal's solution](#)

203.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, greedy

[radal's solution](#)

204.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

205.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

206.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

207.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[radal's solution](#)

208.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[radal's solution](#)

209.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[radal's solution](#)

210.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

211.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

212.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: implementation

[radal's solution](#)

213.

1176A

[Divide it!](#) · [Tutorial](#)

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214.

711A

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215.

1146A

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216.

1281A

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217.

344A

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218.

263A

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219.

1093A

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220.

116A

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221.

835A

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222.

282A

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223.

546A

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224.

978B

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225.

265A

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226.

136A

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227.

677A

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228.

71A

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229.

758A

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230.

1186A

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231.

1003A

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232.

703A

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233.

200B

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234.

513A

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235.

734A

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236.

952A

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237.

867A

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238.

894A

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239.

749A

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240.

1064A

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241.

617A

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242.

959A

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243.

1223A

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244.

1047A

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245.

935A

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246.

785A

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247.

791A

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248.

705A

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249.

432A

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250.

59A

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251.

41A

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252.

678A

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253.

669A

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254.

673A

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255.

378A

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256.

977A

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[radal's solution](#)

257.

427A

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258.

1030A

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259.

401A

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260.

50A

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261.

271A

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262.

1845B

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263.

1775A2

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264.

1764B

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265.

1747B

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266.

1726A

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Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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267.

1737A

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268.

1733B

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269.

1588A

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[radal's solution](#)

270.

208A

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Quality: 105,060 global accepts · Rating: 900 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

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271.

1709B

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272.

1705B

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273.

1696B

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274.

1697B

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275.

1110A

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276.

1591B

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[radal's solution](#)

277.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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278.

1610A

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279.

1559B

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280.

1559A

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281.

1537B

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282.

1525B

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283.

1505A

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284.

1501B

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285.

1496A

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286.

1486A

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287.

1480B

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288.

1475B

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289.

1475A

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290.

1467A

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291.

1247A

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292.

1471A

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293.

1468N

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294.

1451B

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295.

1440B

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296.

764B

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297.

115A

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298.

1427A

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299.

847G

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[radal's solution](#)

300.

1420A

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301.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
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302.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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303.

460A

[Vasya and Socks](#) · [Tutorial](#)

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[radal's solution](#)

304.

1374B

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[radal's solution](#)

305.

1373B

[01 Game](#) · Tutorial

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: games
[radal's solution](#)

306.

405A

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Quality: 126,478 global accepts · Rating: 900 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[radal's solution](#)

307.

1351B

[Square?](#) · Tutorial

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[radal's solution](#)

308.

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[radal's solution](#)

309.

1272A

[Three Friends](#) · Tutorial

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[radal's solution](#)

310.

1295A

[Display The Number](#) · Tutorial

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[radal's solution](#)

311.

1341A

[Nastya and Rice](#) · Tutorial

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[radal's solution](#)

312.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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313.

1343A

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Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[radal's solution](#)

314.

1335B

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315.

1339A

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Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[radal's solution](#)

316.

556A

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317.

337A

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[radal's solution](#)

318.

1213A

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[radal's solution](#)

319.

160A

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Quality: 143,713 global accepts · Rating: 900 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[radal's solution](#)

320.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[radal's solution](#)

321.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[radal's solution](#)

322.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[radal's solution](#)

323.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: math

[radal's solution](#)

324.

133A

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96A

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326.

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697A

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1968C

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333.

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1515B

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351.

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1165B

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122A

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37A

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118A

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114A

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365A

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413.

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1213B

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1288A

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431.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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432.

1333B

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Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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433.

1332A

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Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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434.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[radal's solution](#)

435.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[radal's solution](#)

436.

495A

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Quality: 8,963 global accepts · Rating: 1100 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radal's solution](#)

437.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[radal's solution](#)

438.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
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439.

1792B

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440.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[radal's solution](#)

441.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[radal's solution](#)

442.

1608B

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Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[radal's solution](#)

443.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[radal's solution](#)

444.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[radal's solution](#)

445.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[radal's solution](#)

446.

1656C

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Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[radal's solution](#)

447.

1205A

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[radal's solution](#)

448.

1641A

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Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[radal's solution](#)

449.

1637C

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Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[radal's solution](#)

450.

1619C

[Wrong Addition](#) · [Tutorial](#)

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[radal's solution](#)

451.

1594C

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Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[radal's solution](#)

452.

1491B

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[radal's solution](#)

453.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radal's solution](#)

454.

1559C

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Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[radal's solution](#)

455.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[radal's solution](#)

456.

1541B

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[radal's solution](#)

457.

1537C

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458.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[radal's solution](#)

459.

1514B

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[radal's solution](#)

460.

872B

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Rating: 1200 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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461.

960A

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Quality: 8,786 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[radal's solution](#)

462.

1504B

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463.

1497B

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464.

1497C1

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465.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[radal's solution](#)

466.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

467.

794B

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Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[radal's solution](#)

468.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[radal's solution](#)

469.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[radal's solution](#)

470.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
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471.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
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472.

1334A

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473.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,315 global accepts · Rating: 1200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[radal's solution](#)

474.

1455B

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Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[radal's solution](#)

475.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,335 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[radal's solution](#)

476.

1437B

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477.

1354B

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[radal's solution](#)

478.

1420B

[Rock and Lever](#) · [Tutorial](#)

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[radal's solution](#)

479.

1339B

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[radal's solution](#)

480.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[radal's solution](#)

481.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[radal's solution](#)

482.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[radal's solution](#)

483.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[radal's solution](#)

484.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[radal's solution](#)

485.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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486.

1352C

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Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
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487.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[radal's solution](#)

488.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[radal's solution](#)

489.

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[radal's solution](#)

490.

1272B

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[radal's solution](#)

491.

1272C

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[radal's solution](#)

492.

1343C

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Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
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493.

1221C

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Quality: 24,674 global accepts · Rating: 1200 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[radal's solution](#)

494.

239A

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Quality: 20,610 global accepts · Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[radal's solution](#)

495.

552B

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Quality: 16,071 global accepts · Rating: 1200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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496.

1821C

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Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[radal's solution](#)

497.

1815A

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

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[radal's solution](#)

498.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[radal's solution](#)

499.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[radal's solution](#)

500.

1774C

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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501.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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502.

1726C

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Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[radal's solution](#)

503.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radal's solution](#)

504.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[radal's solution](#)

505.

1733C

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Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[radal's solution](#)

506.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[radal's solution](#)

507.

1037B

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[radal's solution](#)

508.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[radal's solution](#)

509.

1698C

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Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[radal's solution](#)

510.

1693A

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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[radal's solution](#)

511.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[radal's solution](#)

512.

1178C

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Quality: 13,226 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[radal's solution](#)

513.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[radal's solution](#)

514.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[radal's solution](#)

515.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[radal's solution](#)

516.

1603A

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Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[radal's solution](#)

517.

1594E1

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Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[radal's solution](#)

518.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[radal's solution](#)

519.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[radal's solution](#)

520.

1561C

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Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[radal's solution](#)

521.

1561B

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Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[radal's solution](#)

522.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[radal's solution](#)

523.

171B

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Quality: 4,758 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics
[radal's solution](#)

524.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[radal's solution](#)

525.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[radal's solution](#)

526.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[radal's solution](#)

527.

690C1

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

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

528.

1247B2

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

Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[radal's solution](#)

529.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[radal's solution](#)

530.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[radal's solution](#)

531.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[radal's solution](#)

532.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[radal's solution](#)

533.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[radal's solution](#)

534.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[radal's solution](#)

535.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[radal's solution](#)

536.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[radal's solution](#)

537.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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538.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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539.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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540.

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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541.

1291B

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Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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542.

893C

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Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[radal's solution](#)

543.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[radal's solution](#)

544.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[radal's solution](#)

545.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: implementation, sortings
[radal's solution](#)

546.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dp, implementation
[radal's solution](#)

547.

1238B

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Quality: 14,902 global accepts · Rating: 1300 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: greedy, sortings
[radal's solution](#)

548.

4C

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Quality: 108,143 global accepts · Rating: 1300 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[radal's solution](#)

549.

1360E

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Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[radal's solution](#)

550.

1360D

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Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radal's solution](#)

551.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radal's solution](#)

552.

545D

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Quality: 29,518 global accepts · Rating: 1300 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[radal's solution](#)

553.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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554.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: brute force

[radal's solution](#)

555.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[radal's solution](#)

556.

1773E

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Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[radal's solution](#)

557.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[radal's solution](#)

558.

1761C

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Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[radal's solution](#)

559.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[radal's solution](#)

560.

1740C

[Bricks and Bags · Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[radal's solution](#)

561.

1733D1

[Zero-One \(Easy Version\) · Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[radal's solution](#)

562.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[radal's solution](#)

563.

1648A

[Weird Sum · Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[radal's solution](#)

564.

1706C

[Qpwoeirut And The City · Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[radal's solution](#)

565.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[radal's solution](#)

566.

1696C

[Fishingprince Plays With Array · Tutorial](#)

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

[radal's solution](#)

567.

44E

[Anfisa the Monkey · Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[radal's solution](#)

568.

1697C

[awoo's Favorite Problem · Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[radal's solution](#)

569.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[radal's solution](#)

570.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[radal's solution](#)

571.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[radal's solution](#)

572.

1627C

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Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[radal's solution](#)

573.

1609C

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Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[radal's solution](#)

574.

1605C

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Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[radal's solution](#)

575.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[radal's solution](#)

576.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[radal's solution](#)

577.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[radal's solution](#)

578.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[radal's solution](#)

579.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[radal's solution](#)

580.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[radal's solution](#)

581.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[radal's solution](#)

582.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[radal's solution](#)

583.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[radal's solution](#)

584.

1468C

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Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[radal's solution](#)

585.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[radal's solution](#)

586.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
[radal's solution](#)

587.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[radal's solution](#)

588.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[radal's solution](#)

589.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[radal's solution](#)

590.

445B

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

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[radal's solution](#)

591.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[radal's solution](#)

592.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[radal's solution](#)

593.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radal's solution](#)

594.

1320A

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Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[radal's solution](#)

595.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[radal's solution](#)

596.

30A

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Quality: 3,987 global accepts · Rating: 1400 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[radal's solution](#)

597.

1183D

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Quality: 20,420 global accepts · Rating: 1400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[radal's solution](#)

598.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[radal's solution](#)

599.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[radal's solution](#)

600.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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601.

1393B

[Applejack and Storages · Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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602.

520B

[Two Buttons · Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[radal's solution](#)

603.

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[radal's solution](#)

604.

538B

[Quasi Binary · Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[radal's solution](#)

605.

1842C

[Tenzing and Balls · Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp
[radal's solution](#)

606.

1792C

[Min Max Sort · Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[radal's solution](#)

607.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[radal's solution](#)

608.

1740D

[Knowledge Cards · Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[radal's solution](#)

609.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[radal's solution](#)

610.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[radal's solution](#)

611.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[radal's solution](#)

612.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[radal's solution](#)

613.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[radal's solution](#)

614.

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[radal's solution](#)

615.

1630A

[And Matching](#) · [Tutorial](#)

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

616.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[radal's solution](#)

617.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
[radal's solution](#)

618.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[radal's solution](#)

619.

1542B

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Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[radal's solution](#)

620.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[radal's solution](#)

621.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[radal's solution](#)

622.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[radal's solution](#)

623.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radal's solution](#)

624.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[radal's solution](#)

625.

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[radal's solution](#)

626.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[radal's solution](#)

627.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[radal's solution](#)

628.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[radal's solution](#)

629.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[radal's solution](#)

630.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[radal's solution](#)

631.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

632.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[radal's solution](#)

633.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[radal's solution](#)

634.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1500 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[radal's solution](#)

635.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[radal's solution](#)

636.

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[radal's solution](#)

637.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[radal's solution](#)

638.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[radal's solution](#)

639.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[radal's solution](#)

640.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radal's solution](#)

641.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radal's solution](#)

642.

320B

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

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

643.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[radal's solution](#)

644.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[radal's solution](#)

645.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[radal's solution](#)

646.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[radal's solution](#)

647.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

648.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[radal's solution](#)

649.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[radal's solution](#)

650.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[radal's solution](#)

651.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: combinatorics

[radal's solution](#)

652.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[radal's solution](#)

653.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[radal's solution](#)

654.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[radal's solution](#)

655.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[radal's solution](#)

656.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[radal's solution](#)

657.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[radal's solution](#)

658.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[radal's solution](#)

659.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[radal's solution](#)

660.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[radal's solution](#)

661.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[radal's solution](#)

662.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[radal's solution](#)

663.

1707A

[Doremy's IQ](#) · [Tutorial](#)

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

[radal's solution](#)

664.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[radal's solution](#)

665.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[radal's solution](#)

666.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[radal's solution](#)

667.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[radal's solution](#)

668.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[radal's solution](#)

669.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[radal's solution](#)

670.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[radal's solution](#)

671.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[radal's solution](#)

672.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[radal's solution](#)

673.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

674.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[radal's solution](#)

675.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[radal's solution](#)

676.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[radal's solution](#)

677.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[radal's solution](#)

678.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[radal's solution](#)

679.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[radal's solution](#)

680.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[radal's solution](#)

681.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[radal's solution](#)

682.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[radal's solution](#)

683.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[radal's solution](#)

684.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[radal's solution](#)

685.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[radal's solution](#)

686.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[radal's solution](#)

687.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[radal's solution](#)

688.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[radal's solution](#)

689.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[radal's solution](#)

690.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[radal's solution](#)

691.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

692.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[radal's solution](#)

693.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[radal's solution](#)

694.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[radal's solution](#)

695.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[radal's solution](#)

696.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[radal's solution](#)

697.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[radal's solution](#)

698.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[radal's solution](#)

699.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[radal's solution](#)

700.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[radal's solution](#)

701.

764C

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

Rating: 1600 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[radal's solution](#)

702.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[radal's solution](#)

703.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[radal's solution](#)

704.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation
[radal's solution](#)

705.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[radal's solution](#)

706.

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[radal's solution](#)

707.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[radal's solution](#)

708.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[radal's solution](#)

709.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[radal's solution](#)

710.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: trees
[radal's solution](#)

711.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[radal's solution](#)

712.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[radal's solution](#)

713.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

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

math, two pointers

[radal's solution](#)

714.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[radal's solution](#)

715.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[radal's solution](#)

716.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[radal's solution](#)

717.

343B

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

Quality: 17,290 global accepts · Rating: 1600 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[radal's solution](#)

718.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[radal's solution](#)

719.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[radal's solution](#)

720.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[radal's solution](#)

721.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[radal's solution](#)

722.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[radal's solution](#)

723.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[radal's solution](#)

724.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[radal's solution](#)

725.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[radal's solution](#)

726.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[radal's solution](#)

727.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[radal's solution](#)

728.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

729.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[radal's solution](#)

730.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[radal's solution](#)

731.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[radal's solution](#)

732.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[radal's solution](#)

733.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[radal's solution](#)

734.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[radal's solution](#)

735.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[radal's solution](#)

736.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[radal's solution](#)

737.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[radal's solution](#)

738.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[radal's solution](#)

739.

1594D

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

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[radal's solution](#)

740.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

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741.

1578H

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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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742.

1543D1

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

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743.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

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744.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[radal's solution](#)

745.

1554B

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Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

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746.

339D

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Quality: 32,549 global accepts · Rating: 1700 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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747.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[radal's solution](#)

748.

1537D

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Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[radal's solution](#)

749.

1512G

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[radal's solution](#)

750.

1528B

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

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[radal's solution](#)

751.

276D

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Quality: 16,370 global accepts · Rating: 1700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[radal's solution](#)

752.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[radal's solution](#)

753.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[radal's solution](#)

754.

1504D

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[radal's solution](#)

755.

621C

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[radal's solution](#)

756.

1279D

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Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[radal's solution](#)

757.

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[radal's solution](#)

758.

1480C

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Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[radal's solution](#)

759.

1478C

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[radal's solution](#)

760.

1474C

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Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[radal's solution](#)

761.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[radal's solution](#)

762.

1467B

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Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[radal's solution](#)

763.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[radal's solution](#)

764.

1472E

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Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[radal's solution](#)

765.

1451D

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Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[radal's solution](#)

766.

567D

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[radal's solution](#)

767.

698B

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Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[radal's solution](#)

768.

670E

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Quality: 3,464 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[radal's solution](#)

769.

466C

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Quality: 41,889 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[radal's solution](#)

770.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[radal's solution](#)

771.

35D

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Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[radal's solution](#)

772.

22C

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Quality: 3,809 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[radal's solution](#)

773.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[radal's solution](#)

774.

294B

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Quality: 5,036 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[radal's solution](#)

775.

1176E

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Quality: 13,568 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[radal's solution](#)

776.

29C

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Quality: 6,479 global accepts · Rating: 1700 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[radal's solution](#)

777.

225C

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Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: dp, matrices

[radal's solution](#)

778.

163A

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Quality: 2,995 global accepts · Rating: 1700 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp

[radal's solution](#)

779.

471C

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[radal's solution](#)

780.

1393C

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Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[radal's solution](#)

781.

118D

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Quality: 20,474 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp

[radal's solution](#)

782.

474D

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Quality: 30,623 global accepts · Rating: 1700 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: dp

[radal's solution](#)

783.

584C

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[radal's solution](#)

784.

581D

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Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[radal's solution](#)

785.

533C

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Quality: 2,439 global accepts · Rating: 1700 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[radal's solution](#)

786.

459D

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Quality: 12,807 global accepts · Rating: 1800 · first AC: 2022-07-15 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[radal's solution](#)

787.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[radal's solution](#)

788.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[radal's solution](#)

789.

1845D

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Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[radal's solution](#)

790.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

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791.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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792.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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793.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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794.

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[radal's solution](#)

795.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[radal's solution](#)

796.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[radal's solution](#)

797.

1261B2

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Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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798.

1705D

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799.

813B

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800.

917A

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801.

1691D

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802.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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803.

1630B

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804.

1619D

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Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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805.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
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806.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math
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807.

271D

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Quality: 14,011 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[radal's solution](#)

808.

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[radal's solution](#)

809.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
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810.

1556D

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Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[radal's solution](#)

811.

220B

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Quality: 12,884 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[radal's solution](#)

812.

221D

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Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[radal's solution](#)

813.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[radal's solution](#)

814.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

strings

[radal's solution](#)

815.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[radal's solution](#)

816.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[radal's solution](#)

817.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[radal's solution](#)

818.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[radal's solution](#)

819.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[radal's solution](#)

820.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[radal's solution](#)

821.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[radal's solution](#)

822.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[radal's solution](#)

823.

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[radal's solution](#)

824.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[radal's solution](#)

825.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[radal's solution](#)

826.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[radal's solution](#)

827.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[radal's solution](#)

828.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[radal's solution](#)

829.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[radal's solution](#)

830.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[radal's solution](#)

831.

1447D

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

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[radal's solution](#)

832.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[radal's solution](#)

833.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[radal's solution](#)

834.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[radal's solution](#)

835.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[radal's solution](#)

836.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[radal's solution](#)

837.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[radal's solution](#)

838.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[radal's solution](#)

839.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

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840.

584D

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841.

1842D

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842.

1821D

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843.

1785B

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844.

1774E

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845.

1773A

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846.

1773K

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847.

1747D

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848.

1746D

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849.

1738D

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850.

1739D

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851.

1715D

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852.

1718A2

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853.

1714F

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Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
[radal's solution](#)

854.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
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855.

1648C

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856.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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857.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

858.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[radal's solution](#)

859.

1697D

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Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[radal's solution](#)

860.

1677C

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[radal's solution](#)

861.

1178E

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[radal's solution](#)

862.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[radal's solution](#)

863.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[radal's solution](#)

864.

1205B

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865.

1627D

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[radal's solution](#)

866.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[radal's solution](#)

867.

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: matrices

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868.

914D

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Quality: 6,384 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[radal's solution](#)

869.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[radal's solution](#)

870.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[radal's solution](#)

871.

455B

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872.

1512F

[Education](#) · [Tutorial](#)

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[radal's solution](#)

873.

417D

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874.

16E

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Quality: 6,541 global accepts · Rating: 1900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

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875.

1509D

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Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[radal's solution](#)

876.

191C

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877.

540D

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Quality: 6,496 global accepts · Rating: 1900 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[radal's solution](#)

878.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[radal's solution](#)

879.

459E

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[radal's solution](#)

880.

1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[radal's solution](#)

881.

1480D1

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Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

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882.

95C

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[radal's solution](#)

883.

144D

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884.

25C

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Quality: 8,074 global accepts · Rating: 1900 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[radal's solution](#)

885.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[radal's solution](#)

886.

110E

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Rating: 1900 · first AC: 2020-11-11 · last AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[radal's solution](#)

887.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[radal's solution](#)

888.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[radal's solution](#)

889.

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[radal's solution](#)

890.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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891.

327D

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Quality: 2,496 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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892.

607B

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Quality: 16,310 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[radal's solution](#)

893.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[radal's solution](#)

894.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
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895.

5C

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Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[radal's solution](#)

896.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[radal's solution](#)

897.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[radal's solution](#)

898.

20C

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Quality: 46,881 global accepts · Rating: 1900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
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899.

505C

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900.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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901.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
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902.

319B

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903.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
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904.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
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905.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
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906.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[radal's solution](#)

907.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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908.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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909.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[radal's solution](#)

910.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[radal's solution](#)

911.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[radal's solution](#)

912.

1588B

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Rating: 2000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

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913.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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914.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[radal's solution](#)

915.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[radal's solution](#)

916.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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917.

1646D

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

[radal's solution](#)

918.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[radal's solution](#)

919.

1616D

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

[radal's solution](#)

920.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[radal's solution](#)

921.

1619G

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Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[radal's solution](#)

922.

1619F

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Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[radal's solution](#)

923.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[radal's solution](#)

924.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[radal's solution](#)

925.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, shortest paths

[radal's solution](#)

926.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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927.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[radal's solution](#)

928.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[radal's solution](#)

929.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[radal's solution](#)

930.

242E

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Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[radal's solution](#)

931.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[radal's solution](#)

932.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

933.

629D

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

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[radal's solution](#)

934.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[radal's solution](#)

935.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[radal's solution](#)

936.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[radal's solution](#)

937.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games,

implementation

[radal's solution](#)

938.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[radal's solution](#)

939.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

940.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

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941.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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942.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[radal's solution](#)

943.

59E

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Quality: 4,811 global accepts · Rating: 2000 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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944.

33D

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Quality: 1,561 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[radal's solution](#)

945.

938D

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Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[radal's solution](#)

946.

449B

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Quality: 10,593 global accepts · Rating: 2000 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[radal's solution](#)

947.

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[radal's solution](#)

948.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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949.

187C

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Quality: 1,579 global accepts · Rating: 2000 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
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950.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[radal's solution](#)

951.

337D

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Quality: 6,907 global accepts · Rating: 2000 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[radal's solution](#)

952.

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: ternary search
[radal's solution](#)

953.

1438C

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Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[radal's solution](#)

954.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[radal's solution](#)

955.

18E

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Quality: 1,269 global accepts · Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp
[radal's solution](#)

956.

29D

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Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[radal's solution](#)

957.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[radal's solution](#)

958.

571B

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Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[radal's solution](#)

959.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[radal's solution](#)

960.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[radal's solution](#)

961.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[radal's solution](#)

962.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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963.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[radal's solution](#)

964.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[radal's solution](#)

965.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[radal's solution](#)

966.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[radal's solution](#)

967.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[radal's solution](#)

968.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math,

number theory

[radal's solution](#)

969.

702E

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Quality: 3,107 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[radal's solution](#)

970.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[radal's solution](#)

971.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[radal's solution](#)

972.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[radal's solution](#)

973.

1006F

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Quality: 6,888 global accepts · Rating: 2100 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[radal's solution](#)

974.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[radal's solution](#)

975.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[radal's solution](#)

976.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[radal's solution](#)

977.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[radal's solution](#)

978.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[radal's solution](#)

979.

439E

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Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[radal's solution](#)

980.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[radal's solution](#)

981.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[radal's solution](#)

982.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[radal's solution](#)

983.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[radal's solution](#)

984.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
[radal's solution](#)

985.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[radal's solution](#)

986.

466E

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Quality: 2,618 global accepts · Rating: 2100 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[radal's solution](#)

987.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[radal's solution](#)

988.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[radal's solution](#)

989.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[radal's solution](#)

990.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[radal's solution](#)

991.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[radal's solution](#)

992.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, graphs
[radal's solution](#)

993.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[radal's solution](#)

994.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[radal's solution](#)

995.

333D

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Quality: 2,239 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[radal's solution](#)

996.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[radal's solution](#)

997.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[radal's solution](#)

998.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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999.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[radal's solution](#)

1000.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[radal's solution](#)

1001.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[radal's solution](#)

1002.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[radal's solution](#)

1003.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[radal's solution](#)

1004.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[radal's solution](#)

1005.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[radal's solution](#)

1006.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[radal's solution](#)

1007.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[radal's solution](#)

1008.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[radal's solution](#)

1009.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[radal's solution](#)

1010.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

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1011.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[radal's solution](#)

1012.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[radal's solution](#)

1013.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

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1014.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[radal's solution](#)

1015.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[radal's solution](#)

1016.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[radal's solution](#)

1017.

1261C

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

Rating: 2200 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[radal's solution](#)

1018.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[radal's solution](#)

1019.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[radal's solution](#)

1020.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[radal's solution](#)

1021.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

1022.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[radal's solution](#)

1023.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[radal's solution](#)

1024.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[radal's solution](#)

1025.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[radal's solution](#)

1026.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[radal's solution](#)

1027.

1616E

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

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

[radal's solution](#)

1028.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[radal's solution](#)

1029.

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radal's solution](#)

1030.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[radal's solution](#)

1031.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[radal's solution](#)

1032.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[radal's solution](#)

1033.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[radal's solution](#)

1034.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[radal's solution](#)

1035.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[radal's solution](#)

1036.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[radal's solution](#)

1037.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[radal's solution](#)

1038.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[radal's solution](#)

1039.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[radal's solution](#)

1040.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[radal's solution](#)

1041.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[radal's solution](#)

1042.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[radal's solution](#)

1043.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[radal's solution](#)

1044.

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[radal's solution](#)

1045.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs
[radal's solution](#)

1046.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[radal's solution](#)

1047.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[radal's solution](#)

1048.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[radal's solution](#)

1049.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[radal's solution](#)

1050.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[radal's solution](#)

1051.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[radal's solution](#)

1052.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[radal's solution](#)

1053.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[radal's solution](#)

1054.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[radal's solution](#)

1055.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[radal's solution](#)

1056.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[radal's solution](#)

1057.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[radal's solution](#)

1058.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[radal's solution](#)

1059.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[radal's solution](#)

1060.

551C

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

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[radal's solution](#)

1061.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[radal's solution](#)

1062.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[radal's solution](#)

1063.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[radal's solution](#)

1064.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[radal's solution](#)

1065.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths
[radal's solution](#)

1066.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: flows
[radal's solution](#)

1067.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[radal's solution](#)

1068.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing
[radal's solution](#)

1069.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[radal's solution](#)

1070.

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[radal's solution](#)**1071.**

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[radal's solution](#)**1072.**

1705E

[Mark and Professor Koro · Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[radal's solution](#)**1073.**

748F

[Santa Clauses and a Soccer Championship · Tutorial](#)

Quality: 716 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[radal's solution](#)**1074.**

817F

[MEX Queries · Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[radal's solution](#)**1075.**

808G

[Anthem of Berland · Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[radal's solution](#)**1076.**

1698E

[PermutationForces II · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[radal's solution](#)**1077.**

383D

[Antimatter · Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[radal's solution](#)**1078.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[radal's solution](#)**1079.**

1681F

[Unique Occurrences · Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[radal's solution](#)

1080.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[radal's solution](#)

1081.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[radal's solution](#)

1082.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[radal's solution](#)

1083.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[radal's solution](#)

1084.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[radal's solution](#)

1085.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[radal's solution](#)

1086.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[radal's solution](#)

1087.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[radal's solution](#)

1088.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[radal's solution](#)

1089.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[radal's solution](#)

1090.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[radal's solution](#)

1091.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[radal's solution](#)

1092.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[radal's solution](#)

1093.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[radal's solution](#)

1094.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[radal's solution](#)

1095.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[radal's solution](#)

1096.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[radal's solution](#)

1097.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

1098.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

1099.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[radal's solution](#)

1100.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[radal's solution](#)

1101.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees
[radal's solution](#)

1102.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[radal's solution](#)

1103.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[radal's solution](#)

1104.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[radal's solution](#)

1105.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[radal's solution](#)

1106.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[radal's solution](#)

1107.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[radal's solution](#)

1108.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[radal's solution](#)

1109.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[radal's solution](#)

1110.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu,

graphs

[radal's solution](#)

1111.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radal's solution](#)

1112.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[radal's solution](#)

1113.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[radal's solution](#)

1114.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[radal's solution](#)

1115.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2020-10-25 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: combinatorics, dp

[radal's solution](#)

1116.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[radal's solution](#)

1117.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[radal's solution](#)

1118.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[radal's solution](#)

1119.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[radal's solution](#)

1120.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[radal's solution](#)

1121.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[radal's solution](#)

1122.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[radal's solution](#)

1123.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[radal's solution](#)

1124.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[radal's solution](#)

1125.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[radal's solution](#)

1126.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[radal's solution](#)

1127.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[radal's solution](#)

1128.

1761E

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

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

[radal's solution](#)

1129.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[radal's solution](#)

1130.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[radal's solution](#)

1131.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[radal's solution](#)

1132.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[radal's solution](#)

1133.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[radal's solution](#)

1134.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[radal's solution](#)

1135.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[radal's solution](#)

1136.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[radal's solution](#)

1137.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[radal's solution](#)

1138.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[radal's solution](#)

1139.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[radal's solution](#)

1140.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[radal's solution](#)

1141.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[radal's solution](#)

1142.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[radal's solution](#)

1143.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, number theory

[radal's solution](#)

1144.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

1145.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[radal's solution](#)

1146.

1074D

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

Rating: 2400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, hashing

[radal's solution](#)

1147.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[radal's solution](#)

1148.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[radal's solution](#)

1149.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[radal's solution](#)

1150.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, interactive

[radal's solution](#)

1151.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[radal's solution](#)

1152.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[radal's solution](#)

1153.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[radal's solution](#)

1154.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-12-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[radal's solution](#)

1155.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[radal's solution](#)

1156.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[radal's solution](#)

1157.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[radal's solution](#)

1158.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[radal's solution](#)

1159.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[radal's solution](#)

1160.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[radal's solution](#)

1161.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[radal's solution](#)

1162.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[radal's solution](#)

1163.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-11-07 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[radal's solution](#)

1164.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[radal's solution](#)

1165.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[radal's solution](#)

1166.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[radal's solution](#)

1167.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

1168.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[radal's solution](#)

1169.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

1170.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[radal's solution](#)

1171.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[radal's solution](#)

1172.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[radal's solution](#)

1173.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[radal's solution](#)

1174.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation
[radal's solution](#)

1175.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[radal's solution](#)

1176.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[radal's solution](#)

1177.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[radal's solution](#)

1178.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers
[radal's solution](#)

1179.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[radal's solution](#)

1180.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures
[radal's solution](#)

1181.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

dp, games, greedy, trees

[radal's solution](#)

1182.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[radal's solution](#)

1183.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[radal's solution](#)

1184.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[radal's solution](#)

1185.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[radal's solution](#)

1186.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[radal's solution](#)

1187.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[radal's solution](#)

1188.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[radal's solution](#)

1189.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[radal's solution](#)

1190.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[radal's solution](#)

1191.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-02-28 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[radal's solution](#)

1192.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[radal's solution](#)

1193.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[radal's solution](#)

1194.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[radal's solution](#)

1195.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[radal's solution](#)

1196.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[radal's solution](#)

1197.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[radal's solution](#)

1198.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[radal's solution](#)

1199.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[radal's solution](#)

1200.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[radal's solution](#)

1201.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[radal's solution](#)

1202.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[radal's solution](#)

1203.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[radal's solution](#)

1204.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities
[radal's solution](#)

1205.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[radal's solution](#)

1206.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[radal's solution](#)

1207.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[radal's solution](#)

1208.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[radal's solution](#)

1209.

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, trees
[radal's solution](#)

1210.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[radal's solution](#)

1211.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings
[radal's solution](#)

1212.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[radal's solution](#)

1213.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[radal's solution](#)

1214.

443E

[Artem and Array](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[radal's solution](#)

1215.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[radal's solution](#)

1216.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[radal's solution](#)

1217.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[radal's solution](#)

1218.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[radal's solution](#)

1219.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[radal's solution](#)

1220.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[radal's solution](#)

1221.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[radal's solution](#)

1222.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[radal's solution](#)

1223.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

1224.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[radal's solution](#)

1225.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[radal's solution](#)

1226.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[radal's solution](#)

1227.

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[radal's solution](#)

1228.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[radal's solution](#)

1229.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[radal's solution](#)

1230.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[radal's solution](#)

1231.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[radal's solution](#)

1232.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[radal's solution](#)

1233.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[radal's solution](#)

1234.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows
[radal's solution](#)

1235.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[radal's solution](#)

1236.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[radal's solution](#)

1237.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees
[radal's solution](#)

1238.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings
[radal's solution](#)

1239.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
[radal's solution](#)

1240.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[radal's solution](#)

1241.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[radal's solution](#)

1242.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[radal's solution](#)

1243.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[radal's solution](#)

1244.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[radal's solution](#)

1245.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[radal's solution](#)

1246.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[radal's solution](#)

1247.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[radal's solution](#)

1248.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[radal's solution](#)

1249.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[radal's solution](#)

1250.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[radal's solution](#)

1251.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[radal's solution](#)

1252.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[radal's solution](#)

1253.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[radal's solution](#)

1254.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths
[radal's solution](#)

1255.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[radal's solution](#)

1256.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[radal's solution](#)

1257.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[radal's solution](#)

1258.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[radal's solution](#)

1259.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[radal's solution](#)

1260.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat
[radal's solution](#)

1261.

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[radal's solution](#)

1262.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[radal's solution](#)

1263.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[radal's solution](#)

1264.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[radal's solution](#)

1265.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[radal's solution](#)

1266.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[radal's solution](#)

1267.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[radal's solution](#)

1268.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities
[radal's solution](#)

1269.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[radal's solution](#)

1270.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[radal's solution](#)

1271.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees
[radal's solution](#)

1272.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[radal's solution](#)

1273.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[radal's solution](#)

1274.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[radal's solution](#)

1275.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[radal's solution](#)

1276.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[radal's solution](#)

1277.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[radal's solution](#)

1278.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[radal's solution](#)

1279.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[radal's solution](#)

1280.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[radal's solution](#)

1281.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[radal's solution](#)

1282.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[radal's solution](#)

1283.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[radal's solution](#)

1284.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[radal's solution](#)

1285.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[radal's solution](#)

1286.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[radal's solution](#)

1287.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-11-05 · last AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[radal's solution](#)

1288.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[radal's solution](#)

1289.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[radal's solution](#)

1290.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[radal's solution](#)

1291.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

1292.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[radal's solution](#)

1293.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[radal's solution](#)

1294.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[radal's solution](#)

1295.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[radal's solution](#)

1296.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees

[radal's solution](#)

1297.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[radal's solution](#)

1298.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[radal's solution](#)

1299.

1291F

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

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[radal's solution](#)

1300.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[radal's solution](#)

1301.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[radal's solution](#)

1302.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[radal's solution](#)

1303.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[radal's solution](#)

1304.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[radal's solution](#)

1305.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[radal's solution](#)

1306.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[radal's solution](#)

1307.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[radal's solution](#)

1308.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[radal's solution](#)

1309.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[radal's solution](#)

1310.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[radal's solution](#)

1311.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[radal's solution](#)

1312.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[radal's solution](#)

1313.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[radal's solution](#)

1314.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[radal's solution](#)

1315.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[radal's solution](#)

1316.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[radal's solution](#)

1317.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[radal's solution](#)

1318.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[radal's solution](#)

1319.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[radal's solution](#)

1320.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

1321.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[radal's solution](#)

1322.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[radal's solution](#)

1323.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[radal's solution](#)

1324.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[radal's solution](#)

1325.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[radal's solution](#)

1326.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[radal's solution](#)

1327.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radal's solution](#)

1328.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[radal's solution](#)

1329.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[radal's solution](#)

1330.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[radal's solution](#)

1331.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[radal's solution](#)

1332.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

1333.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[radal's solution](#)

1334.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[radal's solution](#)

1335.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[radal's solution](#)

1336.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[radal's solution](#)

1337.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[radal's solution](#)

1338.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[radal's solution](#)

1339.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[radal's solution](#)

1340.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[radal's solution](#)

1341.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-04-05 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[radal's solution](#)

1342.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[radal's solution](#)

1343.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[radal's solution](#)

1344.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[radal's solution](#)

1345.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[radal's solution](#)

1346.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[radal's solution](#)

1347.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[radal's solution](#)

1348.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[radal's solution](#)

1349.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[radal's solution](#)

1350.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[radal's solution](#)

1351.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[radal's solution](#)

1352.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[radal's solution](#)

1353.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[radal's solution](#)

1354.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[radal's solution](#)

1355.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[radal's solution](#)

1356.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[radal's solution](#)

1357.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
[radal's solution](#)

1358.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees
[radal's solution](#)

1359.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[radal's solution](#)

1360.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[radal's solution](#)

1361.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[radal's solution](#)

1362.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math
[radal's solution](#)

1363.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees
[radal's solution](#)

1364.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[radal's solution](#)

1365.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[radal's solution](#)

1366.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[radal's solution](#)

1367.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[radal's solution](#)

1368.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, trees

[radal's solution](#)

1369.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[radal's solution](#)

1370.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[radal's solution](#)

1371.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[radal's solution](#)

1372.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[radal's solution](#)

1373.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[radal's solution](#)

1374.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[radal's solution](#)

1375.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[radal's solution](#)

1376.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[radal's solution](#)

1377.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[radal's solution](#)

1378.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[radal's solution](#)

1379.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[radal's solution](#)

1380.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[radal's solution](#)

1381.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1382.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[radal's solution](#)

1383.

104848H

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

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1384.

104848N

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

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1385.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1386.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1387.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1388.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1389.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1390.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1391.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1392.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1393.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1394.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1395.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[radal's solution](#)

1396.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[radal's solution](#)

1397.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[radal's solution](#)

1398.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[radal's solution](#)

1399.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1400.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1401.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1402.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1403.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1404.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1405.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1406.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1407.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1408.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1409.

103427L

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

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1410.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1411.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1412.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1413.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1414.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1415.

102896G

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

Rating: — · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1416.

102896L

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

Rating: — · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1417.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1418.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1419.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1420.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1421.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: *special

[radal's solution](#)

1422.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1423.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1424.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1425.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1426.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1427.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1428.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1429.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1430.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1431.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1432.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · Python 3 (first AC) · Tags: —

[radal's solution](#)

1433.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1434.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1435.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1436.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1437.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1438.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1439.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1440.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1441.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1442.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1443.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1444.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[radal's solution](#)

1445.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1446.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1447.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1448.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1449.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1450.

102861N

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

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1451.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1452.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1453.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1454.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1455.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1456.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1457.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1458.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1459.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1460.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[radal's solution](#)

1461.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1462.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1463.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1464.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1465.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1466.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1467.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1468.

103931F

[Forest of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1469.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1470.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1471.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1472.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1473.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1474.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1475.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1476.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1477.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1478.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1479.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1480.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1481.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1482.

103185F

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

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1483.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1484.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1485.

103185B

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

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1486.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1487.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1488.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1489.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1490.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1491.

101741J

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

Rating: — · first AC: 2022-06-19 · last AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1492.

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1493.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[radal's solution](#)

1494.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[radal's solution](#)

1495.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1496.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1497.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1498.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1499.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1500.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1501.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1502.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[radal's solution](#)

1503.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[radal's solution](#)

1504.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[radal's solution](#)

1505.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[radal's solution](#)

1506.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[radal's solution](#)

1507.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[radal's solution](#)

1508.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[radal's solution](#)

1509.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[radal's solution](#)

1510.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1511.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1512.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1513.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1514.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1515.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1516.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[radal's solution](#)

1517.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1518.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1519.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1520.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1521.

101669D

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

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1522.

101669F

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

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1523.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1524.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1525.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1526.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1527.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1528.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1529.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1530.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1531.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1532.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1533.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1534.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[radal's solution](#)

1535.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[radal's solution](#)

1536.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[radal's solution](#)

1537.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[radal's solution](#)

1538.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1539.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1540.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1541.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1542.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1543.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1544.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1545.

102428F

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

Rating: — · first AC: 2021-08-30 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1546.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1547.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[radal's solution](#)

1548.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1549.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1550.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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1551.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1552.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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1553.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1554.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1555.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1556.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1557.

102361G

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

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[radal's solution](#)

1558.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1559.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[radal's solution](#)

1560.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1561.

undefined310

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1562.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1563.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1564.

undefined172

[eXam](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1565.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1566.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1567.

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[radal's solution](#)

1568.

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1569.

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1570.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[radal's solution](#)

1571.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1572.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1573.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1574.

undefined163

[Wise King](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1575.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1576.

undefined127

[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1577.

undefined551

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

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1578.

undefined398

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

Rating: — · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1579.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1580.

undefined259

[Printed PR](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1581.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1582.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1583.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1584.

undefined316

[Code Tanks](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1585.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1586.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1587.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1588.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1589.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[radal's solution](#)

1590.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[radal's solution](#)

1591.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1592.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1593.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1594.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1595.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: —

[radal's solution](#)

1596.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1597.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · Python 3 (first AC) · Tags: *special

[radal's solution](#)

1598.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1599.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: *special

[radal's solution](#)

1600.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radal's solution](#)

1601.

undefined403

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

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1602.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1603.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1604.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)

1605.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radal's solution](#)