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1.

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101.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[shevnin_d's solution](#)

102.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[shevnin_d's solution](#)

103.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[shevnin_d's solution](#)

104.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[shevnin_d's solution](#)

105.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[shevnin_d's solution](#)

106.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[shevnin_d's solution](#)

107.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[shevnin_d's solution](#)

108.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[shevnin_d's solution](#)

109.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[shevnin_d's solution](#)

110.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[shevnin_d's solution](#)

111.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[shevnin_d's solution](#)

112.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[shevnin_d's solution](#)

113.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[shevnin_d's solution](#)

114.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[shevnin_d's solution](#)

115.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[shevnin_d's solution](#)

116.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[shevnin_d's solution](#)

117.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[shevnin_d's solution](#)

118.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[shevnin_d's solution](#)

119.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[shevnin_d's solution](#)

120.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[shevnin_d's solution](#)

121.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[shevnin_d's solution](#)

122.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[shevnin_d's solution](#)

123.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[shevnin_d's solution](#)

124.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[shevnin_d's solution](#)

125.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[shevnin_d's solution](#)

126.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[shevnin_d's solution](#)

127.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[shevnin_d's solution](#)

128.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[shevnin_d's solution](#)

129.

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[shevnin_d's solution](#)

130.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[shevnin_d's solution](#)

131.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[shevnin_d's solution](#)

132.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[shevnin_d's solution](#)

133.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
[shevnin_d's solution](#)

134.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[shevnin_d's solution](#)

135.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[shevnin_d's solution](#)

136.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[shevnin_d's solution](#)

137.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[shevnin_d's solution](#)

138.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[shevnin_d's solution](#)

139.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[shevnin_d's solution](#)

140.

1341B

[Nastya and Door](#) · [Tutorial](#)

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

[shevnin_d's solution](#)

141.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-21 · last AC: 2026-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[shevnin_d's solution](#)

142.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[shevnin_d's solution](#)

143.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[shevnin_d's solution](#)

144.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[shevnin_d's solution](#)

145.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[shevnin_d's solution](#)

146.

1740C

[Bricks and Bags](#) · [Tutorial](#)

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

[shevnin_d's solution](#)

147.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[shevnin_d's solution](#)

148.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[shevnin_d's solution](#)

149.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[shevnin_d's solution](#)

150.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[shevnin_d's solution](#)

151.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[shevnin_d's solution](#)

152.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[shevnin_d's solution](#)

153.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[shevnin_d's solution](#)

154.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[shevnin_d's solution](#)

155.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[shevnin_d's solution](#)

156.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[shevnin_d's solution](#)

157.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[shevnin_d's solution](#)

158.

1804C

[Pull Your Luck](#) · [Tutorial](#)

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

[shevnin_d's solution](#)

159.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[shevnin_d's solution](#)

160.

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[shevnin_d's solution](#)

161.

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

[shevnin_d's solution](#)

162.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[shevnin_d's solution](#)

163.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[shevnin_d's solution](#)

164.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[shevnin_d's solution](#)

165.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[shevnin_d's solution](#)

166.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[shevnin_d's solution](#)

167.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[shevnin_d's solution](#)

168.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[shevnin_d's solution](#)

169.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[shevnin_d's solution](#)

170.

1341C

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

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[shevnin_d's solution](#)

171.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[shevnin_d's solution](#)

172.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[shevnin_d's solution](#)

173.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[shevnin_d's solution](#)

174.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[shevnin_d's solution](#)

175.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[shevnin_d's solution](#)

176.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[shevnin_d's solution](#)

177.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[shevnin_d's solution](#)

178.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[shevnin_d's solution](#)

179.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[shevnin_d's solution](#)

180.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[shevnin_d's solution](#)

181.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[shevnin_d's solution](#)

182.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[shevnin_d's solution](#)

183.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[shevnin_d's solution](#)

184.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[shevnin_d's solution](#)

185.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[shevnin_d's solution](#)

186.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[shevnin_d's solution](#)

187.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[shevnin_d's solution](#)

188.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[shevnin_d's solution](#)

189.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[shevnin_d's solution](#)

190.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory, two

pointers

[shevnin_d's solution](#)

191.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[shevnin_d's solution](#)

192.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[shevnin_d's solution](#)

193.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[shevnin_d's solution](#)

194.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[shevnin_d's solution](#)

195.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[shevnin_d's solution](#)

196.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[shevnin_d's solution](#)

197.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[shevnin_d's solution](#)

198.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[shevnin_d's solution](#)

199.

1529D

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

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[shevnin_d's solution](#)

200.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[shevnin_d's solution](#)

201.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[shevnin_d's solution](#)

202.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[shevnin_d's solution](#)

203.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[shevnin_d's solution](#)

204.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[shevnin_d's solution](#)

205.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[shevnin_d's solution](#)

206.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[shevnin_d's solution](#)

207.

1852B

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

Quality: 5,461 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
[shevnin_d's solution](#)

208.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[shevnin_d's solution](#)

209.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[shevnin_d's solution](#)

210.

1824B1

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

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

211.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[shevnin_d's solution](#)

212.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[shevnin_d's solution](#)

213.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[shevnin_d's solution](#)

214.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[shevnin_d's solution](#)

215.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[shevnin_d's solution](#)

216.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[shevnin_d's solution](#)

217.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[shevnin_d's solution](#)

218.

1583D

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

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[shevnin_d's solution](#)

219.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[shevnin_d's solution](#)

220.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[shevnin_d's solution](#)

221.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[shevnin_d's solution](#)

222.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[shevnin_d's solution](#)

223.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[shevnin_d's solution](#)

224.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[shevnin_d's solution](#)

225.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[shevnin_d's solution](#)

226.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[shevnin_d's solution](#)

227.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shevnin_d's solution](#)

228.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[shevnin_d's solution](#)

229.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[shevnin_d's solution](#)

230.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms,

greedy, math

[shevnin_d's solution](#)

231.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[shevnin_d's solution](#)

232.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

233.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[shevnin_d's solution](#)

234.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[shevnin_d's solution](#)

235.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[shevnin_d's solution](#)

236.

352D

[Jeff and Furik](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[shevnin_d's solution](#)

237.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[shevnin_d's solution](#)

238.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

[shevnin_d's solution](#)

239.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[shevnin_d's solution](#)

240.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[shevnin_d's solution](#)

241.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[shevnin_d's solution](#)

242.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[shevnin_d's solution](#)

243.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[shevnin_d's solution](#)

244.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[shevnin_d's solution](#)

245.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[shevnin_d's solution](#)

246.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[shevnin_d's solution](#)

247.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[shevnin_d's solution](#)

248.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[shevnin_d's solution](#)

249.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[shevnin_d's solution](#)

250.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

251.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[shevnin_d's solution](#)

252.

103433L

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

Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[shevnin_d's solution](#)

253.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[shevnin_d's solution](#)

254.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[shevnin_d's solution](#)

255.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[shevnin_d's solution](#)

256.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[shevnin_d's solution](#)

257.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[shevnin_d's solution](#)

258.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[shevnin_d's solution](#)

259.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[shevnin_d's solution](#)

260.

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[shevnin_d's solution](#)

261.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[shevnin_d's solution](#)

262.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[shevnin_d's solution](#)

263.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[shevnin_d's solution](#)

264.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[shevnin_d's solution](#)

265.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[shevnin_d's solution](#)

266.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[shevnin_d's solution](#)

267.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[shevnin_d's solution](#)

268.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[shevnin_d's solution](#)

269.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[shevnin_d's solution](#)

270.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[shevnin_d's solution](#)

271.

1785C

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

Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[shevnin_d's solution](#)

272.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[shevnin_d's solution](#)

273.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[shevnin_d's solution](#)

274.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[shevnin_d's solution](#)

275.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[shevnin_d's solution](#)

276.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[shevnin_d's solution](#)

277.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[shevnin_d's solution](#)

278.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[shevnin_d's solution](#)

279.

1500B

[Two chandeliers](#) · [Tutorial](#)

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

[shevnin_d's solution](#)

280.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[shevnin_d's solution](#)

281.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[shevnin_d's solution](#)

282.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[shevnin_d's solution](#)

283.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

284.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[shevnin_d's solution](#)

285.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[shevnin_d's solution](#)

286.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, number theory

[shevnin_d's solution](#)

287.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[shevnin_d's solution](#)

288.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[shevnin_d's solution](#)

289.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[shevnin_d's solution](#)

290.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[shevnin_d's solution](#)

291.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing,

shortest paths, trees

[shevnin_d's solution](#)

292.

106337B

[BT@Cä-Cä9 Cª>D >C´L](#)

Rating: — · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

293.

106338B

[A 8D\\$C\\$0Dò <C 3C,,O](#)

Rating: — · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

294.

105513A

[AçyCDdCT@Cd0CÔ8CR 1Cä4D >D BC€](#)

Rating: — · first AC: 2025-10-20 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevnin_d's solution](#)

295.

101279B

[AD@Oä8CDK C, 0CÔ3C @](#)

Rating: — · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

296.

104452K

[Divide and Connect 2 · Tutorial](#)

Rating: — · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

297.

104452H

[Chess knight on the curb stone · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

298.

104452I

[Pharaoh hEx · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

299.

104452E

[The Highlanders' Tournament · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

300.

104452M

[Beautiful hockey · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

301.

104452N

[Contest with bug · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

302.

104452G

[Progress bar · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

303.

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

304.

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

305.

104452D

[Professor R's. Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

306.

104452B

[Time to reap the harvest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

307.

104452A

[Motivation problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

308.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

309.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

310.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

311.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

312.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

313.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevnin_d's solution](#)

314.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

315.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

316.

104454J

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

317.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

318.

104244D

[A00D\\$U CD>CÄ>C•](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevnin_d's solution](#)

319.

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

320.

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

321.

104150A

[AD>06@ CäA Cö>CD>Ct@CT2C 5CÄKDP](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

322.

1020862

[A00C0r#D`5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

323.

1020861

[AD208Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

324.

102437F

[A KDBD KC' ?CT@CT2Cä4](#)

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[shevni_n_d's solution](#)

325.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

326.

102780B

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

Rating: — · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevni_n_d's solution](#)

327.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

328.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevni_n_d's solution](#)

329.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

330.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

331.

103411C

[A\\$A0T0s0 JCT<C'ND"0Dò C ;C :D\\$8D:5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

332.

103411K

[Shark Attack](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

333.

103411F

[B 0040 GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

334.

103411B

[A\\$A0T0s0 JCT<C'ND"0Dò C ;C :D\\$8D:5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevni_n_d's solution](#)

335.

103411D

[A\\$A0T0s0 JCT<C'ND"0Dò C ;C :D\\$8D:5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

336.

103411A

[AD8DrBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

337.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

338.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

339.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

340.

103426D

[Fantastic Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

341.

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

342.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

343.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

344.

102893I

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

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

345.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

346.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

347.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

348.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

349.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: —
[shevnin_d's solution](#)

350.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

351.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

352.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

353.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

354.

102862E

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

355.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

356.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

357.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

358.

102862F

[Cell Borders](#) · Tutorial

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

359.

102862M

[Big Sum](#) · Tutorial

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

360.

102862D

[Splitting Text](#) · Tutorial

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

361.

101589G

[AçD r BD4?C 9 Cô@C 2C,,;DÄ=Cà](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

362.

101589H

[ADçDrçl 8Cr 7C 1Cä@C](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

363.

101589E

[BÔDriaD4@D 8Dö](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

364.

101589C

[A,,ADç@ç 2C`5CÔ8CR CD ?CT2C 5CÄ>D BC, „2D CDt=D4N\)](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

365.

101589B

[B7CçC](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

366.

101589D

[Aççrçl](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

367.

101589A

[AççççFCT=D\\$K](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

368.

100799G

[Bçççç](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

369.

100799D

[A D > D r B C 2 C = 0 D D C D \\$ 1 C ä ; C ä :](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

370.

100799J

[A t 2 0 7 1 0 D K C Ô 0 C ô > C 4 > C Ô 0 D P](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

371.

100799I

[B U C C ô A C =](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

372.

100799F

[A Ä B C ' K C ' > C I C , , 9 C D 5 C ' 8 D \\$ 5 C ' L](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

373.

102534B

[Need More T-shirts! · Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

374.

102534A

[Alphabet Contest · Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

375.

1020905

[A Ô 5 C r i A C ô @ C 2 C Ô K C ' < C @ D > D T > C @](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

376.

1024805

[A Ä 0 0 r A C , , < C ; D Ä = C ä 5 C ô @ C ä 8 C t 2 C T 4 C T = C , , 5](#)

Rating: — · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

377.

1024793

[A - > D t r G 0 D @ D 4 B C , , = C ä 9](#)

Rating: — · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

378.

1024792

[A C @ C r 1 2 D ' H C T = C , , 5 D : C ä @ C ä A D \\$ 8](#)

Rating: — · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

379.

1024791

[B U C t = 0 ä A D \\$ L C = 2 C 4 D 0 D \\$ > C](#)

Rating: — · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

380.

101136K

[B\\$0C0D,CÄ0Dt8 C, '8D :C'NDt0DäIcT5 C,,;C°](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

381.

101136A

[A->0C0D, >C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

382.

101136D

[B0A0C0C`0D\\$>D](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

383.

101136H

[«A#BCäE0CäGCTB D BC BDÄ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2020-12-10 · Python 3 (first AC) · Tags: —
[shevnin_d's solution](#)

384.

100549I

[Bt5D5060DT8 C" ?D CCDC](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

385.

100549F

[ATuB0aI](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

386.

100549A

[A0C0CäDCTAD >D %C >D](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

387.

100549G

[A45C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

388.

100850G

[BD80jaC€](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[shevnin_d's solution](#)

389.

100850E

[A10C08CÄ0D\\$5C`LCÖ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

390.

100850I

[Aä10CÄ5CÖ 2C ;DäBD°](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

391.

100850F

[B T0C>C0>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

392.

100850A

[A 3D>C0>CÄ0;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

393.

101187K

[«A..AC;DäGC ND”5CR 8C’8» C0C0>D 8D" >D\\$2CTBC0KC’ CCD0D](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

394.

101187I

[AäD0GC0KC’ <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

395.

101187A

[A>C0>D\\$KCR AC’8D\\$:C€](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

396.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

397.

101636K

[B T0C>HCT=C0>CR ?D >C,,7C\\$5CD5C08CP](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

398.

101636M

[A\\$D AD\\$0C0>C\\$;CT=C,,5 C0>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

399.

101580G

[B 0D?D 5CD5C’5C08CR @C 1CäB](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

400.

101580H

[B\\$CÄ?ACT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

401.

101580E

[A\\$CCT=C0KCR >C JCT:D\\$K](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[shevnin_d's solution](#)

402.

101580I

[AÄÖÖIKC=0C`LCÔKCR :C`0D AC,,:C€](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[shevnin_d's solution](#)

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[shevnin_d's solution](#)

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[shevnin_d's solution](#)

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Rating: — · first AC: 2020-11-09 · last AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Isosceles triangles · Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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[Dates · Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Attractive Flowers · Tutorial](#)

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Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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431.

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432.

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[shevnin_d's solution](#)

433.

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Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevnin_d's solution](#)

434.

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[Checking Answers to Test · Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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435.

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