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Unique solved — t98slider

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

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Count: 3,699

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
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2.

2218B

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3.

2218A

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4.

2210A

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5.

2211A

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6.

2208A

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[t98slider's solution](#)

7.

2192A

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8.

2193B

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9.

2193A

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10.

2185B

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11.

2185A

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12.

2178A

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13.

2158A

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14.

2167C

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15.

2167B

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16.

2167A

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17.

2148B

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18.

2148A

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19.

2133B

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20.

2133A

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21.

2131B

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22.

2131A

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23.

2130A

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24.

2128A

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25.

2090A

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26.

2122A

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27.

2124A

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28.

2119A

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29.

2116A

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30.

2112A

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31.

2120A

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32.

2110A

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33.

2109A

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34.

2093A

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35.

2107A

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36.

2094B

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37.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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38.

2084A

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39.

2092A

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40.

2075A

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41.

2064A

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42.

2065B

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43.

2065A

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44.

2059A

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45.

2062A

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46.

2063A

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47.

2060A

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48.

2055A

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49.

2057A

[MEX Table](#) · [Tutorial](#)

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50.

2053A

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51.

2051B

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52.

2051A

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53.

2048A

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54.

2044B

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55.

2044C

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56.

2044A

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57.

2040A

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58.

2050A

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59.

2034A

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60.

2039A

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61.

2037B

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62.

2037A

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63.

2029A

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64.

1899A

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65.

2036B

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66.

2036A

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67.

2032A

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68.

2035A

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69.

2027A

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70.

2030B

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71.

2030A

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72.

2025A

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73.

2022A

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- 74.**
2021A
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2020A
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2010B
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2010A
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2014A
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2013A
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2008B
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2008A
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2003B
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85.

2003A

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86.

2004A

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87.

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88.

2000A

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89.

2002A

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90.

1998A

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91.

1999C

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92.

1999A

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93.

1996B

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94.

1996A

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95.

1993A

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96.

1974B

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97.

1974A

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98.

1980B

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99.

1980A

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100.

1992B

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101.

1992A

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102.

1985B

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103.

1985A

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104.

1983A

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105.

1987A

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106.

1986A

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107.

1976A

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108.

1977A

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109.

1968B

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110.

1968A

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111.

1957A

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112.

1956B

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113.

1956A

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114.

1937A

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115.

1950C

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116.

1950B

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117.

1950A

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118.

1942A

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119.

1944A

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120.

1948A

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121.

1934A

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122.

1933B

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123.

1933A

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124.

1926B

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125.

1926A

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126.

1930A

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127.

1929B

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128.

1929A

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129.

1931B

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130.

1931A

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131.

1928A

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132.

1927A

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133.

1919B

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134.

1919A

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135.

1916A

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136.

1915C

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137.

1915B

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138.

1915A

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139.

1917A

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140.

1909A

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141.

1905A

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142.

1912L

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143.

1907A

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144.

1902A

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145.

1900A

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146.

1896A

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147.

1898A

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[t98slider's solution](#)

148.

1895B

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149.

1895A

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150.

1883A

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151.

1884A

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152.

1881A

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153.

1872A

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154.

1873D

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155.

1873C

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156.

1873B

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157.

1873A

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158.

1886A

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159.

1870A

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160.

1862B

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161.

1862A

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162.

1858A

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163.

1859A

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164.

1857A

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165.

1856A

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166.

1855A

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167.

1849A

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168.

1851B

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169.

1851A

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170.

1850C

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171.

1850B

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172.

1850A

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173.

1846B

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174.

1846A

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175.

1847A

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176.

1842A

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177.

1843C

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178.

1843B

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179.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

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180.

1834A

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181.

1841A

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182.

1840A

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[t98slider's solution](#)

183.

1838A

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184.

1825A

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185.

1837A

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186.

1833C

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187.

1833A

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Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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188.

1828A

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189.

1832A

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190.

1829C

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191.

1829B

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192.

1829A

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193.

1823A

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194.

1822C

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195.

1822B

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196.

1822A

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197.

1821A

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198.

1797A

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199.

1814A

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200.

1811A

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Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

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201.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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202.

1810A

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Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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203.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[t98slider's solution](#)

204.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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205.

1807A

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Quality: 84,740 global accepts · Rating: 800 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

206.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,484 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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207.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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208.

1794A

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Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

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209.

1800A

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Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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210.

1796A

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Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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211.

1799A

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212.

1789B

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Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

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213.

1789A

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Quality: 33,011 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

214.

1795A

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Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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215.

1793A

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Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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216.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[t98slider's solution](#)

217.

1791B

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Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
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218.

1791C

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Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
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219.

1791A

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Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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220.

1778A

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Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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221.

1787A

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222.

1790B

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223.

1790A

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224.

1780A

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Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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225.

1792A

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Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

226.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

227.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[t98slider's solution](#)

228.

1779A

[Hall of Fame](#) · [Tutorial](#)

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[t98slider's solution](#)

229.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

230.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[t98slider's solution](#)

231.

1772B

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Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

232.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

233.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

234.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[t98slider's solution](#)

235.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

236.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[t98slider's solution](#)

237.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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238.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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239.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

240.

1758A

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

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[t98slider's solution](#)

241.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
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242.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
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243.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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244.

1761A

[Two Permutations](#) · [Tutorial](#)

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245.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

246.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

247.

1748A

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

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248.

1750B

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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249.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
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250.

1747A

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251.

1740B

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252.

1740A

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253.

1612A

[Distance](#) · [Tutorial](#)

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[t98slider's solution](#)

254.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

255.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

256.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[t98slider's solution](#)

257.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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258.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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259.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[t98slider's solution](#)

260.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

261.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

262.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[t98slider's solution](#)

263.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

264.

1742B

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Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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265.

1742A

[Sum](#) · [Tutorial](#)

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[t98slider's solution](#)

266.

1741B

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267.

1741A

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268.

1736A

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269.

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, sortings

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270.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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271.

1735A

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272.

1738A

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273.

1739A

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[t98slider's solution](#)

274.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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275.

1719B

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Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

276.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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277.

1734A

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[t98slider's solution](#)

278.

1719A

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Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[t98slider's solution](#)

279.

1733A

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[t98slider's solution](#)

280.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[t98slider's solution](#)

281.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

282.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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283.

1728A

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Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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284.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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285.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

286.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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287.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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288.

1722B

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Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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289.

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

290.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

291.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy,

math, sortings

[t98slider's solution](#)

292.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[t98slider's solution](#)

293.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

294.

1713A

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Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[t98slider's solution](#)

295.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

296.

1716A

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Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

297.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

298.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[t98slider's solution](#)

299.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

300.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[t98slider's solution](#)

301.

1708A

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Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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302.

1706A

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Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[t98slider's solution](#)

303.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

304.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[t98slider's solution](#)

305.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[t98slider's solution](#)

306.

1703B

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307.

1703A

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308.

1694A

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309.

1702B

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310.

1702A

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311.

1701B

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312.

1701A

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313.

1699A

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314.

1698B

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315.

1698A

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316.

1696A

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317.

1700A

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318.

1695A

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319.

1692C

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320.

1692B

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321.

1692A

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322.

1697A

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323.

1689A

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324.

1690C

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325.

1690B

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326.

1690A

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327.

1691A

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328.

1681B

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329.

1681A

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330.

1684B

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331.

1684A

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332.

1678B1

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333.

1680B

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334.

1680A

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335.

1678A

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336.

1676C

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337.

1676B

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338.

1676A

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339.

1670A

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340.

1675A

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341.

1674B

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342.

1674A

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343.

1668A

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344.

1673A

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[t98slider's solution](#)

345.

1672B

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implementation

[t98slider's solution](#)

346.

1672A

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[t98slider's solution](#)

347.

1671A

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348.

1669C

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349.

1669B

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350.

1669A

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351.

1661A

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352.

1665A

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353.

1374A

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354.

1433B

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355.

1433A

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356.

1624A

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357.

1660B

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[t98slider's solution](#)

358.

1660A

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359.

1343B

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360.

1335A

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[t98slider's solution](#)

361.

1328A

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362.

1311A

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[t98slider's solution](#)

363.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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[t98slider's solution](#)

364.

1658A

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Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[t98slider's solution](#)

365.

1296A

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

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[t98slider's solution](#)

366.

1294A

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Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-07-02 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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367.

1283A

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[t98slider's solution](#)

368.

1657B

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369.

1657A

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370.

1234A

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371.

1216A

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[t98slider's solution](#)

372.

1651B

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373.

1651A

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374.

1650A

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375.

1646B

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376.

1646A

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377.

1196A

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[t98slider's solution](#)

378.

1183A

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Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-07-31 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

379.

1176A

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Quality: 24,981 global accepts · Rating: 800 · first AC: 2020-08-03 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

380.

1154A

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381.

1644B

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382.

1644A

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383.

1635B

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384.

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[t98slider's solution](#)

385.

1144A

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386.

1638A

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Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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387.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[t98slider's solution](#)

388.

1118A

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389.

1108A

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390.

1102A

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391.

1095A

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392.

1092B

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393.

1092A

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394.

1634A

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395.

1015A

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396.

1006A

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397.

1005A

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

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398.

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

399.

1633A

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400.

1631A

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401.

1003A

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402.

999A

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Quality: 25,329 global accepts · Rating: 800 · first AC: 2020-09-18 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

403.

988A

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Quality: 28,505 global accepts · Rating: 800 · first AC: 2020-09-21 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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404.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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405.

1627A

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406.

1625A

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1619B

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1617A

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1611B

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1582A

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978B

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1459A

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785A

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780A

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770A

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511.

764A

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512.

760A

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513.

1421A

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514.

1487A

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515.

758A

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Quality: 75,316 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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516.

755A

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517.

750A

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518.

749A

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Quality: 57,098 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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519.

748A

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520.

747A

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521.

746A

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522.

735A

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523.

734B

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524.

734A

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525.

732A

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526.

731A

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527.

723A

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528.

721A

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529.

716A

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530.

712A

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531.

711A

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532.

710A

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Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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533.

1480A

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534.

1481A

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535.

707A

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Quality: 55,795 global accepts · Rating: 800 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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536.

705A

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537.

703A

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538.

702A

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539.

701A

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540.

688A

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541.

686A

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542.

681A

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543.

680A

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544.

678A

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545.

676A

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546.

677A

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547.

673A

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548.

672A

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549.

669A

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550.

1478A

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551.

664A

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552.

658A

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553.

630A

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554.

629A

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555.

624A

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556.

1474A

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557.

620A

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558.

618A

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559.

617A

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Quality: 249,196 global accepts · Rating: 800 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math

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560.

615A

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561.

1466B

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562.

1466A

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563.

609A

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564.

599A

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565.

595A

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566.

581A

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567.

551A

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568.

540A

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569.

520A

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570.

1465A

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571.

513A

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572.

510A

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573.

509A

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574.

492A

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575.

490A

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576.

486A

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577.

472A

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578.

469A

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579.

467A

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Quality: 155,972 global accepts · Rating: 800 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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580.

454A

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581.

448A

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582.

447A

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[t98slider's solution](#)

583.

443A

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584.

440A

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585.

1461A

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586.

432A

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587.

1450A

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588.

431A

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589.

427A

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590.

426A

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591.

421A

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592.

411A

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593.

401A

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Quality: 17,422 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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594.

386A

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595.

384A

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596.

381A

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597.

378A

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598.

363A

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599.

361A

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600.

344A

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601.

330A

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602.

302A

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603.

294A

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604.

291A

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605.

1455A

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606.

1457A

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Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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607.

1451A

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608.

1452C

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609.

1452A

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610.

278A

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Quality: 12,824 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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611.

1440A

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[t98slider's solution](#)

612.

1447A

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Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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613.

1437A

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614.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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615.

271A

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Quality: 177,771 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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616.

268A

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617.

266B

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618.

104A

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619.

1443A

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620.

99A

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621.

80A

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622.

92A

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623.

78A

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624.

61A

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625.

59A

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626.

49A

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627.

47A

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628.

46A

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629.

41A

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630.

38A

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631.

32B

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632.

34A

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633.

32A

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634.

22A

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635.

1436A

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636.

16A

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637.

110A

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638.

14A

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639.

12A

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640.

119A

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641.

136A

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642.

141A

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643.

144A

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644.

146A

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645.

148A

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646.

1428A

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647.

151A

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[t98slider's solution](#)

648.

155A

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649.

1430B

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650.

157A

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651.

9A

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652.

169A

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653.

172A

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654.

177A1

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655.

177A2

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656.

181A

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657.

200B

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658.

202A

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660.

228A

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661.

233A

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662.

245A

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663.

248A

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664.

255A

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665.

262A

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666.

265A

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667.

794A

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668.

796A

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669.

802G1

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670.

811A

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671.

821A

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672.

818A

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673.

897A

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674.

1422A

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675.

822A

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676.

831B

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677.

832A

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678.

835A

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679.

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680.

851A

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894A

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682.

854A

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855A

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684.

859A

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685.

867A

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686.

873A

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687.

884A

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688.

888A

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689.

898A

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690.

899A

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691.

900A

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692.

908A

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693.

910A

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694.

912A

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695.

918A

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696.

919A

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697.

931A

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698.

932A

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935A

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937A

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701.

938A

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702.

939A

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703.

946A

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704.

1426A

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705.

950A

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706.

1417A

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707.

952A

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708.

954A

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709.

959A

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710.

964A

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711.

965A

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712.

976A

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713.

977A

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714.

984A

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715.

987A

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716.

992A

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717.

994A

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[t98slider's solution](#)

718.

996A

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719.

1009A

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720.

1013A

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721.

1017A

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722.

1028A

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[t98slider's solution](#)

723.

1030A

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1304A

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816.

1316A

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1323A

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818.

1325A

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819.

1325B

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820.

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1370A

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822.

306A

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823.

1337A

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1348A

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1351A

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1367B

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1367A

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828.

791A

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829.

116A

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830.

546A

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831.

236A

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832.

266A

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281A

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834.

339A

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263A

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112A

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50A

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71A

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1665B

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931.

1216B

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932.

1213A

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933.

1650B

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934.

1183B

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935.

1144B

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936.

1095B

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937.

1005B

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938.

999B

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939.

1141B

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941.

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942.

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1609A

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944.

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945.

1607B

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946.

1606A

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947.

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948.

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949.

1555A

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951.

1543A

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952.

1505A

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953.

1501B

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954.

1468N

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955.

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956.

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957.

1351B

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958.

1341A

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1339A

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961.

1330A

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962.

1326B

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1321A

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964.

1282A

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965.

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966.

1295A

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1291A

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968.

1535B

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1267B

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971.

1238A

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972.

1225A

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1206B

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974.

1208A

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975.

1204B

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976.

1197A

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977.

1201A

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978.

1187A

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979.

1175A

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980.

1166A

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981.

1163A

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982.

1150B

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983.

1138A

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984.

1132B

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985.

1525B

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986.

1113A

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987.

1110A

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988.

1107A

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989.

1106C

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1324A

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1093B

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992.

1089L

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1057A

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1025A

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999.

1016A

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1000.

1011A

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1001.

1008A

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1002.

1004A

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1003.

989A

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1004.

991B

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1005.

981A

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980A

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977B

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1008.

975A

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1009.

961A

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1010.

948A

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1011.

918B

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1012.

935B

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1013.

916A

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1014.

915A

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1015.

914A

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1016.

913A

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1017.

903A

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1018.

893A

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1019.

892A

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1020.

879A

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1021.

876A

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1022.

870A

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1023.

868A

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1024.

863A

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1025.

847G

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841A

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1027.

839A

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1028.

820A

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1029.

814A

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1030.

810A

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1031.

808A

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1032.

807A

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1033.

801B

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1034.

793A

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1035.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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1036.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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1037.

765A

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1038.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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1039.

747B

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1040.

746B

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Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1041.

745A

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Quality: 10,988 global accepts · Rating: 900 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1042.

729A

[Interview with Oleg](#) · Tutorial

Quality: 8,096 global accepts · Rating: 900 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1043.

709A

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Quality: 37,969 global accepts · Rating: 900 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1044.

706A

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1045.

697A

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1046.

670A

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Quality: 18,635 global accepts · Rating: 900 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[t98slider's solution](#)

1047.

653A

[Bear and Three Balls](#) · Tutorial

Quality: 9,182 global accepts · Rating: 900 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
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1048.

631A

[Interview](#) · Tutorial

Quality: 9,751 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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1049.

622B

[The Time](#) · Tutorial

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1050.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1051.

616A

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Quality: 10,833 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

1052.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1053.

598A

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Quality: 32,222 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math
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1054.

591A

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Quality: 17,284 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1055.

588A

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Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

1056.

586A

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Quality: 10,592 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1057.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[t98slider's solution](#)

1058.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[t98slider's solution](#)

1059.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1060.

556A

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

Quality: 46,394 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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1061.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings
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1062.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

1063.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1064.

519A

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Quality: 20,131 global accepts · Rating: 900 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1065.

501A

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Quality: 24,289 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1066.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[t98slider's solution](#)

1067.

474A

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Quality: 54,708 global accepts · Rating: 900 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1068.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1069.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[t98slider's solution](#)

1070.

451A

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Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1071.

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1072.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1073.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1074.

412B

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Quality: 6,357 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1075.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1076.

373A

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Quality: 11,466 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1077.

412A

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Quality: 4,965 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1078.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1079.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1080.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[t98slider's solution](#)

1081.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1082.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

1083.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

1084.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

1085.

313A

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

Quality: 65,052 global accepts · Rating: 900 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
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1086.

834A

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Quality: 9,100 global accepts · Rating: 900 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1087.

299B

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Quality: 6,441 global accepts · Rating: 900 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1088.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,066 global accepts · Rating: 900 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1089.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1090.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[t98slider's solution](#)

1091.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[t98slider's solution](#)

1092.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[t98slider's solution](#)

1093.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1094.

215A

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Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1095.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: strings
[t98slider's solution](#)

1096.

205A

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Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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1097.

1496A

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1098.

199A

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1099.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1100.

168A

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Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1101.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1102.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1103.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[t98slider's solution](#)

1104.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1105.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1106.

130A

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

Quality: 1,936 global accepts · Rating: 900 · first AC: 2021-03-06 · Befunge (first AC) · Tags: *special, implementation

[t98slider's solution](#)

1107.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1108.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[t98slider's solution](#)

1109.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[t98slider's solution](#)

1110.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1111.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[t98slider's solution](#)

1112.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1113.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[t98slider's solution](#)

1114.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[t98slider's solution](#)

1115.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1116.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, schedules

[t98slider's solution](#)

1117.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1118.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1119.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,035 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1120.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[t98slider's solution](#)

1121.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

1122.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[t98slider's solution](#)

1123.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1124.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[t98slider's solution](#)

1125.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1126.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

1127.

1475B

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

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[t98slider's solution](#)

1128.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1129.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

1130.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[t98slider's solution](#)

1131.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[t98slider's solution](#)

1132.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1133.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1134.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[t98slider's solution](#)

1135.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

1136.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1137.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

1138.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[t98slider's solution](#)

1139.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

1140.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1141.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[t98slider's solution](#)

1142.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[t98slider's solution](#)

1143.

96A

[Football](#) · [Tutorial](#)

Quality: 193,677 global accepts · Rating: 900 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1144.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1145.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[t98slider's solution](#)

1146.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[t98slider's solution](#)

1147.

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[t98slider's solution](#)

1148.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[t98slider's solution](#)

1149.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1150.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[t98slider's solution](#)

1151.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1152.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[t98slider's solution](#)

1153.

2060B

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Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1154.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[t98slider's solution](#)

1155.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1156.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1157.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

1158.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[t98slider's solution](#)

1159.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[t98slider's solution](#)

1160.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[t98slider's solution](#)

1161.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,750 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

1162.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[t98slider's solution](#)

1163.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[t98slider's solution](#)

1164.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[t98slider's solution](#)

1165.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

1166.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[t98slider's solution](#)

1167.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1168.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1169.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[t98slider's solution](#)

1170.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[t98slider's solution](#)

1171.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[t98slider's solution](#)

1172.

1931C

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Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[t98slider's solution](#)

1173.

1927C

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Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[t98slider's solution](#)

1174.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

1175.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[t98slider's solution](#)

1176.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[t98slider's solution](#)

1177.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[t98slider's solution](#)

1178.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[t98slider's solution](#)

1179.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

1180.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1181.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers
[t98slider's solution](#)

1182.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

1183.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1184.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers
[t98slider's solution](#)

1185.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

1186.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

1187.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[t98slider's solution](#)

1188.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1189.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1190.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[t98slider's solution](#)

1191.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[t98slider's solution](#)

1192.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1193.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1194.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[t98slider's solution](#)

1195.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

1196.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

1197.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[t98slider's solution](#)

1198.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1199.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1200.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1201.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[t98slider's solution](#)

1202.

1760D

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Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

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1203.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1204.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[t98slider's solution](#)

1205.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[t98slider's solution](#)

1206.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[t98slider's solution](#)

1207.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[t98slider's solution](#)

1208.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1209.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1210.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[t98slider's solution](#)

1211.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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1212.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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1213.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1214.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

1215.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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1216.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

1217.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[t98slider's solution](#)

1218.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1219.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[t98slider's solution](#)

1220.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1221.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1222.

1690D

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

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[t98slider's solution](#)

1223.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[t98slider's solution](#)

1224.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[t98slider's solution](#)

1225.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[t98slider's solution](#)

1226.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1227.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1228.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[t98slider's solution](#)

1229.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1230.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1231.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[t98slider's solution](#)

1232.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1233.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

1234.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[t98slider's solution](#)

1235.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

1236.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1237.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[t98slider's solution](#)

1238.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1239.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[t98slider's solution](#)

1240.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[t98slider's solution](#)

1241.

1659A

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Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1242.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1243.

1182A

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Quality: 35,580 global accepts · Rating: 1000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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1244.

1181A

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Quality: 14,794 global accepts · Rating: 1000 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1245.

1177A

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Quality: 6,772 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1246.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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1247.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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1248.

1151A

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Quality: 11,859 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

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1249.

1139B

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Quality: 19,395 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1250.

1136B

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1251.

1256A

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Quality: 32,435 global accepts · Rating: 1000 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

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1252.

1234B1

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Quality: 19,769 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1253.

1117B

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1254.

1111A

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1255.

1107B

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Quality: 17,722 global accepts · Rating: 1000 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1256.

1203A

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Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1257.

1101A

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Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

1258.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1259.

1090M

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Quality: 7,170 global accepts · Rating: 1000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1260.

1144C

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Quality: 16,365 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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1261.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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1262.

1165B

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Quality: 24,291 global accepts · Rating: 1000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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1263.

1088B

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Quality: 13,587 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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1264.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1265.

1084A

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1266.

1073A

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1267.

1059A

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1268.

1054B

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Quality: 7,070 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1269.

1051B

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1270.

1041B

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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math

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1271.

1040A

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Quality: 10,202 global accepts · Rating: 1000 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1272.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math

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1273.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1000 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

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1274.

1027A

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1275.

1020A

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1276.

1141A

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Quality: 39,482 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1277.

1133A

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1278.

1020B

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1279.

1023B

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1280.

1008B

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Quality: 12,563 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1281.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1282.

1620B

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Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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1283.

991A

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1284.

990A

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Quality: 11,210 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1285.

981B

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Quality: 8,046 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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1286.

979A

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Quality: 14,576 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1287.

967B

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Quality: 7,886 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

1288.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1289.

1613B

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Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

1290.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1291.

920A

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Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1292.

909A

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Quality: 10,365 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[t98slider's solution](#)

1293.

1614B

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Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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1294.

1611C

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Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

1295.

893B

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Quality: 12,665 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1296.

888B

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Quality: 10,724 global accepts · Rating: 1000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1297.

887A

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Quality: 11,945 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1298.

886B

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1299.

886A

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Quality: 11,216 global accepts · Rating: 1000 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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1300.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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1301.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1302.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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1303.

1589B

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Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1304.

1605B

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Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1305.

849A

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Quality: 9,764 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1306.

864B

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Quality: 9,984 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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1307.

847M

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Quality: 6,809 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1308.

844A

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Quality: 12,209 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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1309.

831A

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Quality: 11,032 global accepts · Rating: 1000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1310.

822B

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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1311.

805B

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Quality: 18,761 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1312.

805A

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1313.

804A

[Find Amir](#) · [Tutorial](#)

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1314.

1607C

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1315.

1077B

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1316.

798A

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1317.

779A

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1318.

777A

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Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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1319.

766B

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1320.

766A

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1321.

761A

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1322.

757A

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1323.

753A

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1324.

742A

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Quality: 51,992 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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1325.

733A

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Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1326.

724A

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Quality: 7,556 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1327.

732B

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Quality: 25,777 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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1328.

727A

[Transformation: from A to B · Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[t98slider's solution](#)

1329.

725A

[Jumping Ball · Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1330.

699A

[Launch of Collider · Tutorial](#)

Quality: 18,857 global accepts · Rating: 1000 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1331.

691A

[Fashion in Berland · Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1332.

688B

[Lovely Palindromes · Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

1333.

680B

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Quality: 26,244 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1334.

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[t98slider's solution](#)

1335.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1336.

660B

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Quality: 5,882 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1337.

672B

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Quality: 18,534 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[t98slider's solution](#)

1338.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1339.

659A

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Quality: 16,832 global accepts · Rating: 1000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1340.

652B

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Quality: 11,810 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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1341.

644A

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Quality: 4,669 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[t98slider's solution](#)

1342.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1343.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms,

implementation

[t98slider's solution](#)

1344.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1345.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1346.

622A

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

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1347.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

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1348.

620B

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Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1349.

1579E1

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1350.

616B

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[t98slider's solution](#)

1351.

610A

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[t98slider's solution](#)

1352.

608A

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Quality: 9,918 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1353.

604A

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1354.

584A

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1355.

583A

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[t98slider's solution](#)

1356.

579A

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1357.

577A

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1358.

560A

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1359.

552A

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1360.

535A

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1361.

515A

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1362.

507A

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1363.

500A

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1364.

499B

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[t98slider's solution](#)

1365.

499A

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1366.

178A1

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Quality: 1,835 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[t98slider's solution](#)

1367.

178A2

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Quality: 1,857 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

1368.

491A

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Quality: 3,486 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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1369.

479A

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Quality: 112,296 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[t98slider's solution](#)

1370.

1569B

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Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

1371.

476A

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Quality: 51,623 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1372.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1373.

462A

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[t98slider's solution](#)

1374.

452A

[Eevee](#) · [Tutorial](#)

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1375.

447B

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

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1376.

441A

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1377.

450A

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Quality: 44,426 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1378.

435A

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Quality: 11,093 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1379.

420A

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Quality: 7,034 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1380.

404A

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Quality: 26,207 global accepts · Rating: 1000 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1381.

400A

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Quality: 6,866 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1382.

1562B

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[t98slider's solution](#)

1383.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

1384.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[t98slider's solution](#)

1385.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1386.

371A

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Quality: 6,657 global accepts · Rating: 1000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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1387.

1249B1

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Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[t98slider's solution](#)

1388.

368A

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Quality: 7,978 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1389.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[t98slider's solution](#)

1390.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

1391.

352A

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[t98slider's solution](#)

1392.

339B

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Quality: 81,388 global accepts · Rating: 1000 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1393.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1394.

334A

[Candy Bags](#) · [Tutorial](#)

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[t98slider's solution](#)

1395.

322A

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[t98slider's solution](#)

1396.

299A

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Quality: 9,462 global accepts · Rating: 1000 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, sortings

[t98slider's solution](#)

1397.

284B

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[t98slider's solution](#)

1398.

272A

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Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1399.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1400.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1401.

259A

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Quality: 10,034 global accepts · Rating: 1000 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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1402.

250A

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Quality: 4,805 global accepts · Rating: 1000 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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1403.

237A

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Quality: 29,524 global accepts · Rating: 1000 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1404.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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1405.

230A

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Quality: 97,506 global accepts · Rating: 1000 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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1406.

221A

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Quality: 16,804 global accepts · Rating: 1000 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1407.

195A

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Quality: 10,131 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
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1408.

219A

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1409.

182B

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1410.

177B1

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Quality: 5,101 global accepts · Rating: 1000 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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1411.

165A

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Quality: 26,279 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1412.

157B

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Quality: 14,187 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

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1413.

143A

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Quality: 15,446 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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1414.

139A

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Quality: 37,513 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1415.

137B

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Quality: 15,041 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1416.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1417.

127B

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1418.

125B

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1419.

124A

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Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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1420.

122B

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Quality: 13,267 global accepts · Rating: 1000 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1421.

120A

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1422.

118B

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Quality: 34,585 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1423.

114A

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Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1424.

109A

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Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1425.

108A

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Quality: 10,346 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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1426.

1550B

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Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1427.

106B

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1428.

5A

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1429.

106A

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1430.

102B

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Quality: 31,944 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1431.

90A

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Quality: 5,495 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1432.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1433.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1434.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1435.

43A

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Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[t98slider's solution](#)

1436.

37A

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Quality: 27,692 global accepts · Rating: 1000 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[t98slider's solution](#)

1437.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1438.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[t98slider's solution](#)

1439.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

1440.

14B

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Quality: 8,306 global accepts · Rating: 1000 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1441.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1442.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

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1443.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[t98slider's solution](#)

1444.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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1445.

1520C

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Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1446.

1515B

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Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[t98slider's solution](#)

1447.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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1448.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1449.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[t98slider's solution](#)

1450.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[t98slider's solution](#)

1451.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[t98slider's solution](#)

1452.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[t98slider's solution](#)

1453.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[t98slider's solution](#)

1454.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1455.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

1456.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[t98slider's solution](#)

1457.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1458.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[t98slider's solution](#)

1459.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[t98slider's solution](#)

1460.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1461.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[t98slider's solution](#)

1462.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1463.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[t98slider's solution](#)

1464.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[t98slider's solution](#)

1465.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[t98slider's solution](#)

1466.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1467.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

1468.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

1469.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1470.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

1471.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[t98slider's solution](#)

1472.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[t98slider's solution](#)

1473.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[t98slider's solution](#)

1474.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[t98slider's solution](#)

1475.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[t98slider's solution](#)

1476.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[t98slider's solution](#)

1477.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1478.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-09 · last AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

1479.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[t98slider's solution](#)

1480.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1481.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[t98slider's solution](#)

1482.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[t98slider's solution](#)

1483.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[t98slider's solution](#)

1484.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[t98slider's solution](#)

1485.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[t98slider's solution](#)

1486.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[t98slider's solution](#)

1487.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[t98slider's solution](#)

1488.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[t98slider's solution](#)

1489.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

1490.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[t98slider's solution](#)

1491.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[t98slider's solution](#)

1492.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[t98slider's solution](#)

1493.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[t98slider's solution](#)

1494.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1495.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[t98slider's solution](#)

1496.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

1497.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[t98slider's solution](#)

1498.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[t98slider's solution](#)

1499.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[t98slider's solution](#)

1500.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
[t98slider's solution](#)

1501.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[t98slider's solution](#)

1502.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[t98slider's solution](#)

1503.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[t98slider's solution](#)

1504.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1505.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[t98slider's solution](#)

1506.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1507.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[t98slider's solution](#)

1508.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[t98slider's solution](#)

1509.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[t98slider's solution](#)

1510.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1511.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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1512.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[t98slider's solution](#)

1513.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[t98slider's solution](#)

1514.

1917B

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Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[t98slider's solution](#)

1515.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[t98slider's solution](#)

1516.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[t98slider's solution](#)

1517.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[t98slider's solution](#)

1518.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[t98slider's solution](#)

1519.

1872C

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Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1520.

1873E

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

Quality: 43,474 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[t98slider's solution](#)

1521.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[t98slider's solution](#)

1522.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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1523.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[t98slider's solution](#)

1524.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[t98slider's solution](#)

1525.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[t98slider's solution](#)

1526.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

1527.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings
[t98slider's solution](#)

1528.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
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1529.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[t98slider's solution](#)

1530.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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1531.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

1532.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

1533.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

1534.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[t98slider's solution](#)

1535.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

data structures, dp, greedy, implementation, sortings

[t98slider's solution](#)

1536.

1800C2

[Powering the Hero \(hard version\) · Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[t98slider's solution](#)

1537.

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1538.

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[t98slider's solution](#)

1539.

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1540.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

1541.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[t98slider's solution](#)

1542.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[t98slider's solution](#)

1543.

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1544.

1762B

[Make Array Good · Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[t98slider's solution](#)

1545.

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[t98slider's solution](#)

1546.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths
[t98slider's solution](#)

1547.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[t98slider's solution](#)

1548.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[t98slider's solution](#)

1549.

1741C

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1670B

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1672C

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1669F

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1669D

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1616B

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1324C

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1511B

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1426C

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1409B

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1627.

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2178C

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1630.

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1631.

2158B

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1632.

2148E

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1633.

2128C

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2119B

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1635.

2109B

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2094E

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1637.

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1638.

1954C

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1639.

2085B

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1640.

2065D

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2062C

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1642.

2053B

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2051D

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1644.

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1645.

2050C

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2039C1

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1647.

1975C

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1648.

2021B

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1649.

802M1

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Quality: 3,677 global accepts · Rating: 1200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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1650.

2020B

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Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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1651.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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1652.

1954B

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Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1653.

1945C

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Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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1654.

1935B

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Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

1655.

2005B2

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Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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1656.

315B

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Quality: 7,721 global accepts · Rating: 1200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1657.

194B

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Quality: 3,988 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[t98slider's solution](#)

1658.

151B

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Quality: 6,862 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1659.

143B

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Quality: 5,333 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1660.

2003C

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Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[t98slider's solution](#)

1661.

208D

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[t98slider's solution](#)

1662.

2000D

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Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[t98slider's solution](#)

1663.

1925B

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Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[t98slider's solution](#)

1664.

2002C

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Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[t98slider's solution](#)

1665.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[t98slider's solution](#)

1666.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[t98slider's solution](#)

1667.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1668.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[t98slider's solution](#)

1669.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[t98slider's solution](#)

1670.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[t98slider's solution](#)

1671.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1672.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[t98slider's solution](#)

1673.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[t98slider's solution](#)

1674.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2024-06-04 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[t98slider's solution](#)

1675.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[t98slider's solution](#)

1676.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1677.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[t98slider's solution](#)

1678.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[t98slider's solution](#)

1679.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[t98slider's solution](#)

1680.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[t98slider's solution](#)

1681.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1682.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy

[t98slider's solution](#)

1683.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[t98slider's solution](#)

1684.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1685.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1686.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[t98slider's solution](#)

1687.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[t98slider's solution](#)

1688.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[t98slider's solution](#)

1689.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[t98slider's solution](#)

1690.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[t98slider's solution](#)

1691.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[t98slider's solution](#)

1692.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1693.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1694.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[t98slider's solution](#)

1695.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[t98slider's solution](#)

1696.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1697.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[t98slider's solution](#)

1698.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[t98slider's solution](#)

1699.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[t98slider's solution](#)

1700.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[t98slider's solution](#)

1701.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

1702.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1703.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[t98slider's solution](#)

1704.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

1705.

1362B

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

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[t98slider's solution](#)

1706.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

1707.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

1708.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[t98slider's solution](#)

1709.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[t98slider's solution](#)

1710.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1711.

1327B

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

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[t98slider's solution](#)

1712.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t98slider's solution](#)

1713.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[t98slider's solution](#)

1714.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[t98slider's solution](#)

1715.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

1716.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[t98slider's solution](#)

1717.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[t98slider's solution](#)

1718.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

1719.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[t98slider's solution](#)

1720.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[t98slider's solution](#)

1721.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[t98slider's solution](#)

1722.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1723.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

1724.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[t98slider's solution](#)

1725.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1726.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

1727.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[t98slider's solution](#)

1728.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[t98slider's solution](#)

1729.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[t98slider's solution](#)

1730.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[t98slider's solution](#)

1731.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

1732.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[t98slider's solution](#)

1733.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[t98slider's solution](#)

1734.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1735.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[t98slider's solution](#)

1736.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[t98slider's solution](#)

1737.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1738.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[t98slider's solution](#)

1739.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

1740.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[t98slider's solution](#)

1741.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[t98slider's solution](#)

1742.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[t98slider's solution](#)

1743.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[t98slider's solution](#)

1744.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1745.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1746.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[t98slider's solution](#)

1747.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[t98slider's solution](#)

1748.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[t98slider's solution](#)

1749.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[t98slider's solution](#)

1750.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[t98slider's solution](#)

1751.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[t98slider's solution](#)

1752.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[t98slider's solution](#)

1753.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[t98slider's solution](#)

1754.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[t98slider's solution](#)

1755.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1756.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

math, strings

[t98slider's solution](#)

1757.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1758.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t98slider's solution](#)

1759.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[t98slider's solution](#)

1760.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1761.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1762.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t98slider's solution](#)

1763.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[t98slider's solution](#)

1764.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

1765.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1766.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[t98slider's solution](#)

1767.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[t98slider's solution](#)

1768.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[t98slider's solution](#)

1769.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[t98slider's solution](#)

1770.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[t98slider's solution](#)

1771.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation

[t98slider's solution](#)

1772.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[t98slider's solution](#)

1773.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[t98slider's solution](#)

1774.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: *special, strings

[t98slider's solution](#)

1775.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1776.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1777.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[t98slider's solution](#)

1778.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[t98slider's solution](#)

1779.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees
[t98slider's solution](#)

1780.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[t98slider's solution](#)

1781.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1782.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[t98slider's solution](#)

1783.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1784.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy
[t98slider's solution](#)

1785.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[t98slider's solution](#)

1786.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1787.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[t98slider's solution](#)

1788.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

1789.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[t98slider's solution](#)

1790.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[t98slider's solution](#)

1791.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

1792.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers
[t98slider's solution](#)

1793.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[t98slider's solution](#)

1794.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[t98slider's solution](#)

1795.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[t98slider's solution](#)

1796.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[t98slider's solution](#)

1797.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

1798.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[t98slider's solution](#)

1799.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

1800.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[t98slider's solution](#)

1801.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[t98slider's solution](#)

1802.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[t98slider's solution](#)

1803.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, two pointers

[t98slider's solution](#)

1804.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[t98slider's solution](#)

1805.

754A

[Lesh and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[t98slider's solution](#)

1806.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[t98slider's solution](#)

1807.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,051 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[t98slider's solution](#)

1808.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[t98slider's solution](#)

1809.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

1810.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[t98slider's solution](#)

1811.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[t98slider's solution](#)

1812.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1813.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

1814.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[t98slider's solution](#)

1815.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[t98slider's solution](#)

1816.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[t98slider's solution](#)

1817.

701B

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

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[t98slider's solution](#)

1818.

690D1

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

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[t98slider's solution](#)

1819.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1820.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[t98slider's solution](#)

1821.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[t98slider's solution](#)

1822.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1823.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1824.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

1825.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1826.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[t98slider's solution](#)

1827.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1828.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[t98slider's solution](#)

1829.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[t98slider's solution](#)

1830.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1831.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[t98slider's solution](#)

1832.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1833.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

1834.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[t98slider's solution](#)

1835.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[t98slider's solution](#)

1836.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1837.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1838.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1839.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1840.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1841.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[t98slider's solution](#)

1842.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1843.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1844.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[t98slider's solution](#)

1845.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1846.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[t98slider's solution](#)

1847.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[t98slider's solution](#)

1848.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1849.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[t98slider's solution](#)

1850.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[t98slider's solution](#)

1851.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,773 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1852.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[t98slider's solution](#)

1853.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

1854.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[t98slider's solution](#)

1855.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1856.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1857.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1858.

459A

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Quality: 36,407 global accepts · Rating: 1200 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1859.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[t98slider's solution](#)

1860.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1861.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[t98slider's solution](#)

1862.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[t98slider's solution](#)

1863.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings
[t98slider's solution](#)

1864.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[t98slider's solution](#)

1865.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[t98slider's solution](#)

1866.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[t98slider's solution](#)

1867.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1868.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

1869.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1870.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[t98slider's solution](#)

1871.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules
[t98slider's solution](#)

1872.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

math, strings

[t98slider's solution](#)

1873.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1874.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[t98slider's solution](#)

1875.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[t98slider's solution](#)

1876.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[t98slider's solution](#)

1877.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[t98slider's solution](#)

1878.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

1879.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1880.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

1881.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1882.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1883.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1884.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[t98slider's solution](#)

1885.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[t98slider's solution](#)

1886.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[t98slider's solution](#)

1887.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[t98slider's solution](#)

1888.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

1889.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1890.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[t98slider's solution](#)

1891.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1892.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[t98slider's solution](#)

1893.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1894.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1895.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[t98slider's solution](#)

1896.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

1897.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1898.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1899.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

1900.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[t98slider's solution](#)

1901.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1902.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

1903.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2023-03-16 · Python 3 (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1904.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1905.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[t98slider's solution](#)

1906.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[t98slider's solution](#)

1907.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

1908.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms
[t98slider's solution](#)

1909.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory
[t98slider's solution](#)

1910.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
[t98slider's solution](#)

1911.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[t98slider's solution](#)

1912.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

1913.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1914.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1915.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1916.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[t98slider's solution](#)

1917.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

1918.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

1919.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

1920.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[t98slider's solution](#)

1921.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[t98slider's solution](#)

1922.

1790D

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Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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1923.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

1924.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

1925.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[t98slider's solution](#)

1926.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

1927.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1928.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[t98slider's solution](#)

1929.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1930.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[t98slider's solution](#)

1931.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[t98slider's solution](#)

1932.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

1933.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

1934.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

1935.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1936.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

1937.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

1938.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

1939.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[t98slider's solution](#)

1940.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[t98slider's solution](#)

1941.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

1942.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[t98slider's solution](#)

1943.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

1944.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[t98slider's solution](#)

1945.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

1946.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[t98slider's solution](#)

1947.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[t98slider's solution](#)

1948.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[t98slider's solution](#)

1949.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

1950.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

1951.

1736B

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1952.

1738B

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1953.

1730C

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1954.

1734C

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1955.

1729D

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1956.

1720C

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1957.

1713C

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1958.

1704C

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1959.

1703E

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1960.

1694B

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1961.

1692E

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1962.

1681C

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1963.

1679B

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1964.

1674D

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1965.

1671C

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1966.

1669G

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1967.

1669E

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1968.

1433D

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1969.

1343C

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1970.

1328C

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1971.

1311B

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1972.

1294B

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1973.

1272C

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1974.

1272B

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1975.

1657C

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1976.

1213C

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Quality: 19,624 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math

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1977.

1650C

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1978.

1203B

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Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

1979.

1196B

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1980.

1154B

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Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

1981.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[t98slider's solution](#)

1982.

1635C

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

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1983.

1637C

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1984.

1118B

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1985.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: games

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1986.

1029B

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Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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1987.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1988.

1006C

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[t98slider's solution](#)

1989.

1006B

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1990.

999C

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Quality: 20,993 global accepts · Rating: 1200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

1991.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[t98slider's solution](#)

1992.

1133C

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Quality: 28,136 global accepts · Rating: 1200 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
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1993.

1133B

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Quality: 14,376 global accepts · Rating: 1200 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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1994.

1619C

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Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1995.

1613C

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Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search
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1996.

1582C

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1997.

1598C

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Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
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1998.

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
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1999.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[t98slider's solution](#)

2000.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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2001.

1553C

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Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[t98slider's solution](#)

2002.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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2003.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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2004.

1539C

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[t98slider's solution](#)

2005.

1537C

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Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2006.

1536B

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Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

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2007.

1527B1

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

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[t98slider's solution](#)

2008.

1512D

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Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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2009.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

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2010.

1520D

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Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math
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2011.

1517B

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2012.

1514B

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2013.

1504B

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2014.

1472D

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2015.

1352C

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2016.

1352B

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2017.

1497C1

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2018.

1497B

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2019.

1496C

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2020.

1491B

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2021.

1490D

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2022.

1487B

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2023.

1485B

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2024.

1455B

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2025.

1437B

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2026.

1428B

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2027.

1420B

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2028.

1419B

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2029.

1406B

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2030.

1409C

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2031.

1392C

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2032.

1399C

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2033.

1385C

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[t98slider's solution](#)

2034.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

2035.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[t98slider's solution](#)

2036.

288A

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Quality: 6,754 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[t98slider's solution](#)

2037.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[t98slider's solution](#)

2038.

271B

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Quality: 15,462 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory
[t98slider's solution](#)

2039.

2211C1

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2040.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[t98slider's solution](#)

2041.

257B

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Quality: 7,776 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation

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2042.

251A

[Points on Line](#) · [Tutorial](#)

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[t98slider's solution](#)

2043.

246B

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2044.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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2045.

238A

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2046.

236B

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Quality: 16,946 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

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2047.

234C

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Quality: 5,948 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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2048.

230B

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[t98slider's solution](#)

2049.

227A

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[t98slider's solution](#)

2050.

222B

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Quality: 6,567 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

2051.

221B

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Quality: 4,909 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2052.

2192C

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Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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2053.

220A

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Quality: 13,119 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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2054.

215B

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Quality: 5,977 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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2055.

203B

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Quality: 2,787 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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2056.

195B

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Quality: 5,512 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
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2057.

192A

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Quality: 11,565 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation
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2058.

189B

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2059.

189A

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Quality: 80,890 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
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2060.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: math
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2061.

181B

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Quality: 3,518 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force
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2062.

171B

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Quality: 4,758 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics
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2063.

173A

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Quality: 2,516 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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2064.

161A

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Quality: 5,478 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[t98slider's solution](#)

2065.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, number theory

[t98slider's solution](#)

2066.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[t98slider's solution](#)

2067.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

2068.

146B

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Quality: 4,974 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

2069.

144B

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Quality: 5,685 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2070.

135A

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Quality: 8,257 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

2071.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2072.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory, strings

[t98slider's solution](#)

2073.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2074.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[t98slider's solution](#)

2075.

96B

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

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force
[t98slider's solution](#)

2076.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, math
[t98slider's solution](#)

2077.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[t98slider's solution](#)

2078.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2025-11-24 · last AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[t98slider's solution](#)

2079.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
[t98slider's solution](#)

2080.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

2081.

83A

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Quality: 6,858 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: math
[t98slider's solution](#)

2082.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2083.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[t98slider's solution](#)

2084.

66A

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Quality: 7,082 global accepts · Rating: 1300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

2085.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[t98slider's solution](#)

2086.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[t98slider's solution](#)

2087.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: strings

[t98slider's solution](#)

2088.

1059B

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Quality: 7,587 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2089.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[t98slider's solution](#)

2090.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

2091.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[t98slider's solution](#)

2092.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, implementation

[t98slider's solution](#)

2093.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2094.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2095.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2096.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2097.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[t98slider's solution](#)

2098.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation

[t98slider's solution](#)

2099.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[t98slider's solution](#)

2100.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2101.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2102.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[t98slider's solution](#)

2103.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[t98slider's solution](#)

2104.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation, sortings, strings

[t98slider's solution](#)

2105.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[t98slider's solution](#)

2106.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[t98slider's solution](#)**2107.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[t98slider's solution](#)**2108.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[t98slider's solution](#)**2109.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)**2110.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[t98slider's solution](#)**2111.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)**2112.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)**2113.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[t98slider's solution](#)**2114.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[t98slider's solution](#)**2115.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[t98slider's solution](#)

2116.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[t98slider's solution](#)

2117.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[t98slider's solution](#)

2118.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[t98slider's solution](#)

2119.

1899E

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Quality: 18,279 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

2120.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[t98slider's solution](#)

2121.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[t98slider's solution](#)

2122.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[t98slider's solution](#)

2123.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[t98slider's solution](#)

2124.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[t98slider's solution](#)

2125.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[t98slider's solution](#)

2126.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

2127.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[t98slider's solution](#)

2128.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[t98slider's solution](#)

2129.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

2130.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[t98slider's solution](#)

2131.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[t98slider's solution](#)

2132.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[t98slider's solution](#)

2133.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[t98slider's solution](#)

2134.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[t98slider's solution](#)

2135.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[t98slider's solution](#)

2136.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[t98slider's solution](#)

2137.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[t98slider's solution](#)

2138.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[t98slider's solution](#)

2139.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[t98slider's solution](#)

2140.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[t98slider's solution](#)

2141.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[t98slider's solution](#)

2142.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[t98slider's solution](#)

2143.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[t98slider's solution](#)

2144.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[t98slider's solution](#)

2145.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[t98slider's solution](#)

2146.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[t98slider's solution](#)

2147.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[t98slider's solution](#)

2148.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2149.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[t98slider's solution](#)

2150.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[t98slider's solution](#)

2151.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[t98slider's solution](#)

2152.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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2153.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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2154.

1821C

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Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

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2155.

1819A

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2156.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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2157.

1810C

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Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[t98slider's solution](#)

2158.

1807E

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2159.

1794C

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

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2160.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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2161.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

2162.

1768C

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Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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2163.

1774C

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2164.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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2165.

1711B

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Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

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2166.

1612C

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Quality: 25,815 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[t98slider's solution](#)

2167.

1753A1

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Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[t98slider's solution](#)

2168.

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[t98slider's solution](#)

2169.

1741D

[Masha and a Beautiful Tree · Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[t98slider's solution](#)

2170.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[t98slider's solution](#)

2171.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
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2172.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[t98slider's solution](#)

2173.

1726C

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Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[t98slider's solution](#)

2174.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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2175.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality · Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[t98slider's solution](#)

2176.

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2177.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[t98slider's solution](#)

2178.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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2179.

1676G

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Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[t98slider's solution](#)

2180.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[t98slider's solution](#)

2181.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[t98slider's solution](#)

2182.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

2183.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[t98slider's solution](#)

2184.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[t98slider's solution](#)

2185.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[t98slider's solution](#)

2186.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[t98slider's solution](#)

2187.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[t98slider's solution](#)

2188.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[t98slider's solution](#)

2189.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

2190.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[t98slider's solution](#)

2191.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[t98slider's solution](#)

2192.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[t98slider's solution](#)

2193.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[t98slider's solution](#)

2194.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

2195.

1650D

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

Quality: 14,716 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[t98slider's solution](#)

2196.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2197.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[t98slider's solution](#)

2198.

1157C1

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

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2199.

1157B

[Long Number · Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2200.

1638C

[Inversion Graph · Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[t98slider's solution](#)

2201.

1108C

[Nice Garland · Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[t98slider's solution](#)

2202.

1029A

[Many Equal Substrings · Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

2203.

1005C

[Summarize to the Power of Two · Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[t98slider's solution](#)

2204.

1003C

[Intense Heat · Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[t98slider's solution](#)

2205.

1003B

[Binary String Constructing · Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

2206.

1165C

[Good String · Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2207.

1627B

[Not Sitting · Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[t98slider's solution](#)

2208.

1615B

[And It's Non-Zero · Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[t98slider's solution](#)

2209.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[t98slider's solution](#)

2210.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[t98slider's solution](#)

2211.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[t98slider's solution](#)

2212.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[t98slider's solution](#)

2213.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[t98slider's solution](#)

2214.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[t98slider's solution](#)

2215.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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2216.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
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2217.

1556B

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2218.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[t98slider's solution](#)

2219.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[t98slider's solution](#)

2220.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[t98slider's solution](#)

2221.

1249B2

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Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[t98slider's solution](#)

2222.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[t98slider's solution](#)

2223.

1555C

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Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[t98slider's solution](#)

2224.

1555B

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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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2225.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[t98slider's solution](#)

2226.

1547D

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Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[t98slider's solution](#)

2227.

1454D

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

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[t98slider's solution](#)

2228.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[t98slider's solution](#)

2229.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[t98slider's solution](#)

2230.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[t98slider's solution](#)

2231.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2232.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

2233.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

2234.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[t98slider's solution](#)

2235.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[t98slider's solution](#)

2236.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[t98slider's solution](#)

2237.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[t98slider's solution](#)

2238.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[t98slider's solution](#)

2239.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2240.

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

[t98slider's solution](#)

2241.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[t98slider's solution](#)

2242.

1407B

[Big Vova · Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[t98slider's solution](#)

2243.

1401C

[Mere Array · Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[t98slider's solution](#)

2244.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[t98slider's solution](#)

2245.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[t98slider's solution](#)

2246.

1371C

[A Cookie for You · Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

2247.

1373C

[Pluses and Minuses · Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

2248.

1367C

[Social Distance · Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

2249.

1365B

[Trouble Sort · Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

2250.

1360E

[Polygon · Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[t98slider's solution](#)

2251.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[t98slider's solution](#)

2252.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[t98slider's solution](#)

2253.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

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2254.

2151C

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Quality: 10,272 global accepts · Rating: 1400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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2255.

2158C

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Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

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2256.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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2257.

1425A

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2258.

1421C

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2259.

1380C

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2260.

1375C

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2261.

1363B

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2262.

1362C

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2263.

1355D

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2264.

1354C1

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2265.

1348B

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2266.

1351C

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2267.

1350B

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2268.

1332B

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2269.

1330B

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[t98slider's solution](#)

2270.

1320A

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2271.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[t98slider's solution](#)

2272.

1312C

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2273.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[t98slider's solution](#)

2274.

1285C

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[t98slider's solution](#)

2275.

1292A

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[t98slider's solution](#)

2276.

2133C

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2277.

1284B

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[t98slider's solution](#)

2278.

1282B1

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

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[t98slider's solution](#)

2279.

1279C

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2280.

1276A

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[t98slider's solution](#)

2281.

1270C

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2282.

1266C

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2283.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[t98slider's solution](#)

2284.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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2285.

1253B

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Quality: 11,706 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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2286.

907B

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2287.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

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2288.

1228B

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2289.

1215B

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2290.

1251B

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2291.

2131E

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2292.

2131D

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2293.

1214A

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2294.

1201C

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2295.

1200C

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2296.

1197C

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Quality: 15,248 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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2297.

1195C

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Quality: 34,842 global accepts · Rating: 1400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2298.

1190A

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2299.

1189C

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Quality: 11,070 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

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2300.

1184B1

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2301.

1167C

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2302.

1167B

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interactive, math

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2303.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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2304.

1156A

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2305.

1143C

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2306.

1131B

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2307.

1130C

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2308.

1110B

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2309.

1103A

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2310.

1097C

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2311.

1091C

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2312.

1088C

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2313.

1046F

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2314.

1068A

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1046C

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2316.

1061B

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2317.

1009B

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2318.

1004C

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2319.

995B

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2320.

994B

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2321.

981C

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2322.

975C

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2323.

962C

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2324.

961C

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2325.

958D1

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2326.

958A1

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2327.

955B

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[t98slider's solution](#)

2328.

2120C

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2329.

954B

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2330.

940B

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2331.

937B

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2332.

934A

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2333.

920C

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2334.

911C

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[t98slider's solution](#)

2335.

987C

[Three displays](#) · [Tutorial](#)

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2336.

898C

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Quality: 5,793 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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2337.

865A

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2338.

888C

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2339.

868B

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2340.

843A

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2341.

851B

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[t98slider's solution](#)

2342.

838A

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Quality: 1,056 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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2343.

816B

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[t98slider's solution](#)

2344.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[t98slider's solution](#)

2345.

804B

[Minimum number of steps · Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[t98slider's solution](#)**2346.**

2110C

[Racing · Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)**2347.**

803A

[Maximal Binary Matrix · Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)**2348.**

802J1

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Quality: 6,534 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[t98slider's solution](#)**2349.**

799B

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Quality: 10,177 global accepts · Rating: 1400 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)**2350.**

797B

[Odd sum · Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[t98slider's solution](#)**2351.**

762B

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Quality: 10,582 global accepts · Rating: 1400 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[t98slider's solution](#)**2352.**

762A

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Quality: 25,807 global accepts · Rating: 1400 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)**2353.**

757B

[Bash's Big Day · Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[t98slider's solution](#)**2354.**

748C

[Santa Claus and Robot · Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)**2355.**

745B

[Hongcow Solves A Puzzle · Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2356.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[t98slider's solution](#)

2357.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[t98slider's solution](#)

2358.

719B

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

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2359.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

2360.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

2361.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[t98slider's solution](#)

2362.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2363.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2364.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t98slider's solution](#)

2365.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[t98slider's solution](#)

2366.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[t98slider's solution](#)

2367.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[t98slider's solution](#)

2368.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2369.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[t98slider's solution](#)

2370.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[t98slider's solution](#)

2371.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2372.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2373.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[t98slider's solution](#)

2374.

649B

[BOBCaCE](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

2375.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2376.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[t98slider's solution](#)

2377.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2378.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[t98slider's solution](#)

2379.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2380.

612C

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

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math
[t98slider's solution](#)

2381.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[t98slider's solution](#)

2382.

602B

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

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[t98slider's solution](#)

2383.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[t98slider's solution](#)

2384.

550B

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

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[t98slider's solution](#)

2385.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[t98slider's solution](#)

2386.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games
[t98slider's solution](#)

2387.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

2388.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[t98slider's solution](#)

2389.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[t98slider's solution](#)

2390.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

2391.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[t98slider's solution](#)

2392.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[t98slider's solution](#)

2393.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[t98slider's solution](#)

2394.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[t98slider's solution](#)

2395.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[t98slider's solution](#)

2396.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

2397.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[t98slider's solution](#)

2398.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2399.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[t98slider's solution](#)

2400.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[t98slider's solution](#)

2401.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2402.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[t98slider's solution](#)

2403.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

2404.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[t98slider's solution](#)

2405.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[t98slider's solution](#)

2406.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

2407.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, sortings

[t98slider's solution](#)

2408.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[t98slider's solution](#)

2409.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2410.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

2411.

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[t98slider's solution](#)

2412.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

2413.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[t98slider's solution](#)

2414.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2415.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2416.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[t98slider's solution](#)

2417.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[t98slider's solution](#)

2418.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[t98slider's solution](#)**2419.**

417B

[Crash](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)**2420.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[t98slider's solution](#)**2421.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[t98slider's solution](#)**2422.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)**2423.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)**2424.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[t98slider's solution](#)**2425.**

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[t98slider's solution](#)**2426.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)**2427.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)**2428.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[t98slider's solution](#)

2429.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2430.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

2431.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[t98slider's solution](#)

2432.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

2433.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

2434.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[t98slider's solution](#)

2435.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[t98slider's solution](#)

2436.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[t98slider's solution](#)

2437.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

2438.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[t98slider's solution](#)

2439.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2440.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,017 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

2441.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[t98slider's solution](#)

2442.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[t98slider's solution](#)

2443.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2444.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[t98slider's solution](#)

2445.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[t98slider's solution](#)

2446.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[t98slider's solution](#)

2447.

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[t98slider's solution](#)

2448.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2449.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[t98slider's solution](#)

2450.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

2451.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2452.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[t98slider's solution](#)

2453.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[t98slider's solution](#)

2454.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[t98slider's solution](#)

2455.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[t98slider's solution](#)

2456.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

2457.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

2458.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[t98slider's solution](#)

2459.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2460.

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

2461.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

2462.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
[t98slider's solution](#)

2463.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[t98slider's solution](#)

2464.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings
[t98slider's solution](#)

2465.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[t98slider's solution](#)

2466.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2467.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

2468.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[t98slider's solution](#)

2469.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[t98slider's solution](#)

2470.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[t98slider's solution](#)

2471.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[t98slider's solution](#)

2472.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[t98slider's solution](#)

2473.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[t98slider's solution](#)

2474.

1883G1

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

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[t98slider's solution](#)

2475.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[t98slider's solution](#)

2476.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation
[t98slider's solution](#)

2477.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[t98slider's solution](#)

2478.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[t98slider's solution](#)

2479.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[t98slider's solution](#)

2480.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[t98slider's solution](#)

2481.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2482.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

2483.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[t98slider's solution](#)

2484.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[t98slider's solution](#)

2485.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,913 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2486.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[t98slider's solution](#)

2487.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

2488.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[t98slider's solution](#)

2489.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-10-15 · last AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2490.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t98slider's solution](#)

2491.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

2492.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2493.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t98slider's solution](#)

2494.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[t98slider's solution](#)

2495.

26B

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Quality: 25,865 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2496.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[t98slider's solution](#)

2497.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[t98slider's solution](#)

2498.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2499.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[t98slider's solution](#)

2500.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[t98slider's solution](#)

2501.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[t98slider's solution](#)

2502.

2013C

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Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[t98slider's solution](#)

2503.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[t98slider's solution](#)

2504.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[t98slider's solution](#)

2505.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[t98slider's solution](#)

2506.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[t98slider's solution](#)

2507.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[t98slider's solution](#)

2508.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[t98slider's solution](#)

2509.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[t98slider's solution](#)

2510.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[t98slider's solution](#)

2511.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[t98slider's solution](#)

2512.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[t98slider's solution](#)

2513.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[t98slider's solution](#)

2514.

1931E

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

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[t98slider's solution](#)

2515.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[t98slider's solution](#)

2516.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[t98slider's solution](#)

2517.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[t98slider's solution](#)

2518.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[t98slider's solution](#)

2519.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[t98slider's solution](#)

2520.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[t98slider's solution](#)

2521.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[t98slider's solution](#)

2522.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[t98slider's solution](#)

2523.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[t98slider's solution](#)

2524.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[t98slider's solution](#)

2525.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[t98slider's solution](#)

2526.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2527.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[t98slider's solution](#)

2528.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[t98slider's solution](#)

2529.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

2530.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[t98slider's solution](#)

2531.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

2532.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[t98slider's solution](#)

2533.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

2534.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[t98slider's solution](#)

2535.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[t98slider's solution](#)

2536.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2537.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[t98slider's solution](#)

2538.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[t98slider's solution](#)

2539.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[t98slider's solution](#)

2540.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[t98slider's solution](#)

2541.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[t98slider's solution](#)

2542.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[t98slider's solution](#)

2543.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[t98slider's solution](#)

2544.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

2545.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[t98slider's solution](#)

2546.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[t98slider's solution](#)

2547.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[t98slider's solution](#)

2548.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

2549.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[t98slider's solution](#)

2550.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[t98slider's solution](#)

2551.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

2552.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[t98slider's solution](#)

2553.

1705C

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

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2554.

1701C

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2555.

1696C

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2556.

1692G

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Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

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2557.

1697C

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2558.

1691C

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2559.

1684C

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2560.

1679C

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2561.

1676H1

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2562.

1670C

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2563.

1374D

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Quality: 31,097 global accepts · Rating: 1400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

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2564.

1624D

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2565.

1256B

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2566.

1648A

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2567.

1183D

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2568.

1183C

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2569.

1154C

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2570.

1644C

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2571.

1144D

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2572.

1108D

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2573.

1102B

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2574.

1095C

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2575.

1634B

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2576.

1066C

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2577.

1628A

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[t98slider's solution](#)

2578.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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2579.

1627C

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2580.

977D

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2581.

1609C

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2582.

1605C

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2583.

1606C

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2584.

978E

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2585.

1579D

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2586.

1573B

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2587.

1549C

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Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

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2588.

1551B2

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2589.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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2590.

1535C

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2591.

1526B

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Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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2592.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[t98slider's solution](#)

2593.

1520E

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2594.

1515C

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2595.

1519C

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Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

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2596.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[t98slider's solution](#)

2597.

1513B

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Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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2598.

1506D

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2599.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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2600.

1462D

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2601.

1490E

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Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

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2602.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[t98slider's solution](#)

2603.

1463B

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Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[t98slider's solution](#)

2604.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[t98slider's solution](#)

2605.

1457C

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Quality: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[t98slider's solution](#)

2606.

1451C

[String Equality](#) · [Tutorial](#)

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[t98slider's solution](#)

2607.

1452B

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[t98slider's solution](#)

2608.

1443C

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[t98slider's solution](#)

2609.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

2610.

1369C

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2611.

1370C

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2612.

1365C

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2613.

2218F

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2614.

2185E

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2615.

2153C

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2616.

2149E

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2617.

2147C

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2618.

10B

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2619.

2115A

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2620.

2109C1

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2621.

2093E

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2622.

2107C

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2623.

670D2

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2624.

2075C

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2625.

2060E

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2626.

2057C

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2627.

2053C

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2628.

331A2

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2629.

2050E

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2630.

2026C

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2631.

2027C

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2632.

2008E

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2633.

2003D1

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2634.

1999G1

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2635.

1999F

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Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[t98slider's solution](#)

2636.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
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2637.

1990C

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2638.

1985F

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Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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2639.

1950E

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2640.

1933E

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2641.

1926E

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Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
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2642.

1924A

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2643.

1915F

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2644.

1898B

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2645.

1883D

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2646.

1881E

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2647.

1872E

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Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
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2648.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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2649.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[t98slider's solution](#)

2650.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
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2651.

1851E

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Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
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2652.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
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2653.

1842C

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Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
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2654.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
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2655.

1814C

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Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[t98slider's solution](#)

2656.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

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2657.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

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2658.

1800E2

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Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[t98slider's solution](#)

2659.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[t98slider's solution](#)

2660.

1795C

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Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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2661.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[t98slider's solution](#)

2662.

1792C

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Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[t98slider's solution](#)

2663.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

2664.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[t98slider's solution](#)

2665.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

2666.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[t98slider's solution](#)

2667.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[t98slider's solution](#)

2668.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[t98slider's solution](#)

2669.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[t98slider's solution](#)

2670.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[t98slider's solution](#)

2671.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

2672.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[t98slider's solution](#)

2673.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

2674.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[t98slider's solution](#)

2675.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math
[t98slider's solution](#)

2676.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[t98slider's solution](#)

2677.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[t98slider's solution](#)

2678.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[t98slider's solution](#)

2679.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

2680.

1690E

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Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[t98slider's solution](#)

2681.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[t98slider's solution](#)

2682.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings
[t98slider's solution](#)

2683.

1673C

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Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[t98slider's solution](#)

2684.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[t98slider's solution](#)

2685.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

2686.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[t98slider's solution](#)

2687.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math
[t98slider's solution](#)

2688.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[t98slider's solution](#)

2689.

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2690.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[t98slider's solution](#)

2691.

1213D1

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

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[t98slider's solution](#)

2692.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[t98slider's solution](#)

2693.

1203E

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Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

2694.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[t98slider's solution](#)

2695.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2696.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2697.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[t98slider's solution](#)

2698.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[t98slider's solution](#)

2699.

1066B

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Quality: 9,380 global accepts · Rating: 1500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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2700.

1005D

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Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[t98slider's solution](#)

2701.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[t98slider's solution](#)

2702.

977E

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Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[t98slider's solution](#)

2703.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[t98slider's solution](#)

2704.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

2705.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[t98slider's solution](#)

2706.

1133D

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Quality: 16,458 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[t98slider's solution](#)

2707.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
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2708.

1399D

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Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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2709.

1385D

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Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
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2710.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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2711.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
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2712.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
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2713.

978D

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2714.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[t98slider's solution](#)

2715.

1569C

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2716.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2717.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[t98slider's solution](#)

2718.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[t98slider's solution](#)

2719.

1551C

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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[t98slider's solution](#)

2720.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[t98slider's solution](#)

2721.

1545A

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Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[t98slider's solution](#)

2722.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[t98slider's solution](#)

2723.

1542B

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Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

2724.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[t98slider's solution](#)

2725.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

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2726.

1526C1

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greedy

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2727.

1515D

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2728.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

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[t98slider's solution](#)

2729.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[t98slider's solution](#)

2730.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[t98slider's solution](#)

2731.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[t98slider's solution](#)

2732.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[t98slider's solution](#)

2733.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[t98slider's solution](#)

2734.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[t98slider's solution](#)

2735.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[t98slider's solution](#)

2736.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[t98slider's solution](#)

2737.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[t98slider's solution](#)

2738.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[t98slider's solution](#)

2739.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[t98slider's solution](#)

2740.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[t98slider's solution](#)

2741.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[t98slider's solution](#)

2742.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[t98slider's solution](#)

2743.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[t98slider's solution](#)

2744.

1417C

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

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

[t98slider's solution](#)

2745.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

2746.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, sortings, two pointers

[t98slider's solution](#)

2747.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[t98slider's solution](#)

2748.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[t98slider's solution](#)

2749.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[t98slider's solution](#)

2750.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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2751.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[t98slider's solution](#)

2752.

2193F

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Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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2753.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

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2754.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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2755.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

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2756.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

2757.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[t98slider's solution](#)

2758.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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2759.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[t98slider's solution](#)

2760.

2085C

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Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[t98slider's solution](#)

2761.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

2762.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[t98slider's solution](#)

2763.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[t98slider's solution](#)

2764.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[t98slider's solution](#)

2765.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[t98slider's solution](#)

2766.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive

algorithms, greedy, math, two pointers

[t98slider's solution](#)

2767.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[t98slider's solution](#)

2768.

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[t98slider's solution](#)

2769.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[t98slider's solution](#)

2770.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[t98slider's solution](#)

2771.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[t98slider's solution](#)

2772.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[t98slider's solution](#)

2773.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[t98slider's solution](#)

2774.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[t98slider's solution](#)

2775.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[t98slider's solution](#)

2776.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[t98slider's solution](#)

2777.

1968E

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Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

2778.

1928C

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Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[t98slider's solution](#)

2779.

1917C

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Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[t98slider's solution](#)

2780.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[t98slider's solution](#)

2781.

1907E

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Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[t98slider's solution](#)

2782.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

2783.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[t98slider's solution](#)

2784.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[t98slider's solution](#)

2785.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[t98slider's solution](#)

2786.

1849C

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Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[t98slider's solution](#)

2787.

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[t98slider's solution](#)

2788.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[t98slider's solution](#)

2789.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[t98slider's solution](#)

2790.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[t98slider's solution](#)

2791.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[t98slider's solution](#)

2792.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[t98slider's solution](#)

2793.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[t98slider's solution](#)

2794.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[t98slider's solution](#)

2795.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[t98slider's solution](#)

2796.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[t98slider's solution](#)

2797.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[t98slider's solution](#)

2798.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[t98slider's solution](#)

2799.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[t98slider's solution](#)

2800.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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2801.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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2802.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

2803.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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2804.

1748C

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Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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2805.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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2806.

1753B

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Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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2807.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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2808.

1741E

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Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2809.

1730B

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Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

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2810.

1722E

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Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[t98slider's solution](#)

2811.

1714D

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Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

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2812.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[t98slider's solution](#)

2813.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[t98slider's solution](#)

2814.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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2815.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[t98slider's solution](#)

2816.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
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2817.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
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2818.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers
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2819.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
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2820.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[t98slider's solution](#)

2821.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees
[t98slider's solution](#)

2822.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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2823.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers
[t98slider's solution](#)

2824.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[t98slider's solution](#)

2825.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
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2826.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[t98slider's solution](#)

2827.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[t98slider's solution](#)

2828.

1213D2

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

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[t98slider's solution](#)

2829.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[t98slider's solution](#)

2830.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[t98slider's solution](#)

2831.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2832.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

2833.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

2834.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[t98slider's solution](#)

2835.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[t98slider's solution](#)

2836.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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2837.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[t98slider's solution](#)

2838.

1165D

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

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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2839.

1133F1

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Quality: 8,780 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[t98slider's solution](#)

2840.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[t98slider's solution](#)

2841.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[t98slider's solution](#)

2842.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[t98slider's solution](#)

2843.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[t98slider's solution](#)

2844.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[t98slider's solution](#)

2845.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[t98slider's solution](#)

2846.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

2847.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

2848.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[t98slider's solution](#)

2849.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[t98slider's solution](#)

2850.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[t98slider's solution](#)

2851.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

2852.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[t98slider's solution](#)

2853.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[t98slider's solution](#)

2854.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[t98slider's solution](#)

2855.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[t98slider's solution](#)

2856.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[t98slider's solution](#)

2857.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[t98slider's solution](#)

2858.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[t98slider's solution](#)

2859.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[t98slider's solution](#)

2860.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[t98slider's solution](#)

2861.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[t98slider's solution](#)

2862.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[t98slider's solution](#)

2863.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[t98slider's solution](#)

2864.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[t98slider's solution](#)

2865.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[t98slider's solution](#)

2866.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[t98slider's solution](#)

2867.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

2868.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

2869.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[t98slider's solution](#)

2870.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[t98slider's solution](#)

2871.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[t98slider's solution](#)

2872.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[t98slider's solution](#)

2873.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[t98slider's solution](#)

2874.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[t98slider's solution](#)

2875.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[t98slider's solution](#)

2876.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[t98slider's solution](#)

2877.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[t98slider's solution](#)

2878.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[t98slider's solution](#)

2879.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[t98slider's solution](#)

2880.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[t98slider's solution](#)

2881.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[t98slider's solution](#)

2882.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[t98slider's solution](#)

2883.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[t98slider's solution](#)

2884.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[t98slider's solution](#)

2885.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[t98slider's solution](#)

2886.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[t98slider's solution](#)

2887.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[t98slider's solution](#)

2888.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp,

graphs, greedy, hashing

[t98slider's solution](#)

2889.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[t98slider's solution](#)

2890.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[t98slider's solution](#)

2891.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[t98slider's solution](#)

2892.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[t98slider's solution](#)

2893.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[t98slider's solution](#)

2894.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[t98slider's solution](#)

2895.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[t98slider's solution](#)

2896.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[t98slider's solution](#)

2897.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[t98slider's solution](#)

2898.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[t98slider's solution](#)

2899.

2027D1

[The Endspeaker \(Easy Version\) · Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[t98slider's solution](#)

2900.

2023B

[Skipping · Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[t98slider's solution](#)

2901.

2030D

[QED's Favorite Permutation · Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[t98slider's solution](#)

2902.

2010C2

[Message Transmission Error \(hard version\) · Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[t98slider's solution](#)

2903.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[t98slider's solution](#)

2904.

1992E

[Novice's Mistake · Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[t98slider's solution](#)

2905.

1985H1

[Maximize the Largest Component \(Easy Version\) · Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[t98slider's solution](#)

2906.

1983D

[Swap Dilemma · Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[t98slider's solution](#)

2907.

1986E

[Beautiful Array · Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[t98slider's solution](#)

2908.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[t98slider's solution](#)**2909.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[t98slider's solution](#)**2910.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[t98slider's solution](#)**2911.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[t98slider's solution](#)**2912.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[t98slider's solution](#)**2913.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[t98slider's solution](#)**2914.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[t98slider's solution](#)**2915.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[t98slider's solution](#)**2916.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[t98slider's solution](#)**2917.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[t98slider's solution](#)

2918.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[t98slider's solution](#)

2919.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

2920.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[t98slider's solution](#)

2921.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[t98slider's solution](#)

2922.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[t98slider's solution](#)

2923.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[t98slider's solution](#)

2924.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[t98slider's solution](#)

2925.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[t98slider's solution](#)

2926.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[t98slider's solution](#)

2927.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[t98slider's solution](#)

2928.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
[t98slider's solution](#)

2929.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[t98slider's solution](#)

2930.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[t98slider's solution](#)

2931.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[t98slider's solution](#)

2932.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory
[t98slider's solution](#)

2933.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[t98slider's solution](#)

2934.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[t98slider's solution](#)

2935.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation
[t98slider's solution](#)

2936.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[t98slider's solution](#)

2937.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[t98slider's solution](#)

2938.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[t98slider's solution](#)

2939.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[t98slider's solution](#)

2940.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[t98slider's solution](#)

2941.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[t98slider's solution](#)

2942.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[t98slider's solution](#)

2943.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[t98slider's solution](#)

2944.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[t98slider's solution](#)

2945.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[t98slider's solution](#)

2946.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[t98slider's solution](#)

2947.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[t98slider's solution](#)

2948.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[t98slider's solution](#)

2949.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[t98slider's solution](#)

2950.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math
[t98slider's solution](#)

2951.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[t98slider's solution](#)

2952.

1694D

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

Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[t98slider's solution](#)

2953.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[t98slider's solution](#)

2954.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[t98slider's solution](#)

2955.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[t98slider's solution](#)

2956.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[t98slider's solution](#)

2957.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[t98slider's solution](#)

2958.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings
[t98slider's solution](#)

2959.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[t98slider's solution](#)

2960.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
[t98slider's solution](#)

2961.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[t98slider's solution](#)

2962.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[t98slider's solution](#)

2963.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[t98slider's solution](#)

2964.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[t98slider's solution](#)

2965.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[t98slider's solution](#)

2966.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[t98slider's solution](#)

2967.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[t98slider's solution](#)

2968.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[t98slider's solution](#)

2969.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2970.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2971.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[t98slider's solution](#)

2972.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[t98slider's solution](#)

2973.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[t98slider's solution](#)

2974.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[t98slider's solution](#)

2975.

1157C2

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

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

2976.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[t98slider's solution](#)

2977.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[t98slider's solution](#)

2978.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

2979.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

2980.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[t98slider's solution](#)

2981.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[t98slider's solution](#)

2982.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings
[t98slider's solution](#)

2983.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: strings
[t98slider's solution](#)

2984.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[t98slider's solution](#)

2985.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[t98slider's solution](#)

2986.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[t98slider's solution](#)

2987.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[t98slider's solution](#)

2988.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[t98slider's solution](#)

2989.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

2990.

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

2991.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[t98slider's solution](#)

2992.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

2993.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[t98slider's solution](#)

2994.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[t98slider's solution](#)

2995.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[t98slider's solution](#)

2996.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[t98slider's solution](#)

2997.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[t98slider's solution](#)

2998.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[t98slider's solution](#)

2999.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[t98slider's solution](#)

3000.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

3001.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[t98slider's solution](#)

3002.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[t98slider's solution](#)

3003.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[t98slider's solution](#)

3004.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[t98slider's solution](#)

3005.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[t98slider's solution](#)

3006.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[t98slider's solution](#)

3007.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[t98slider's solution](#)

3008.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[t98slider's solution](#)

3009.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[t98slider's solution](#)

3010.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[t98slider's solution](#)

3011.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[t98slider's solution](#)

3012.

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[t98slider's solution](#)

3013.

1480C

[Searching Local Minimum · Tutorial](#)

Rating: 1700 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search
[t98slider's solution](#)

3014.

1324E

[Sleeping Schedule · Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[t98slider's solution](#)

3015.

1512G

[Short Task · Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[t98slider's solution](#)

3016.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[t98slider's solution](#)

3017.

1504D

[3-Coloring · Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive
[t98slider's solution](#)

3018.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[t98slider's solution](#)

3019.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[t98slider's solution](#)

3020.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[t98slider's solution](#)

3021.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[t98slider's solution](#)

3022.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[t98slider's solution](#)

3023.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[t98slider's solution](#)

3024.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[t98slider's solution](#)

3025.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[t98slider's solution](#)

3026.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[t98slider's solution](#)

3027.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[t98slider's solution](#)

3028.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[t98slider's solution](#)

3029.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[t98slider's solution](#)

3030.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[t98slider's solution](#)

3031.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[t98slider's solution](#)

3032.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[t98slider's solution](#)

3033.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[t98slider's solution](#)

3034.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[t98slider's solution](#)

3035.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

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3036.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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3037.

2148F

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Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

3038.

2120D

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Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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3039.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[t98slider's solution](#)

3040.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

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3041.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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3042.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[t98slider's solution](#)

3043.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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3044.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[t98slider's solution](#)

3045.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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3046.

2020D

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Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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3047.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[t98slider's solution](#)

3048.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[t98slider's solution](#)

3049.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[t98slider's solution](#)

3050.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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3051.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t98slider's solution](#)

3052.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[t98slider's solution](#)

3053.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[t98slider's solution](#)

3054.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

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3055.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[t98slider's solution](#)

3056.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[t98slider's solution](#)

3057.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[t98slider's solution](#)

3058.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

3059.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[t98slider's solution](#)

3060.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

3061.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

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3062.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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3063.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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3064.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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3065.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

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3066.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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3067.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[t98slider's solution](#)

3068.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[t98slider's solution](#)

3069.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[t98slider's solution](#)

3070.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

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3071.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

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3072.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[t98slider's solution](#)

3073.

1801B

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Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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3074.

1793D

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Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[t98slider's solution](#)

3075.

1780D

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Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[t98slider's solution](#)

3076.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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3077.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[t98slider's solution](#)

3078.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[t98slider's solution](#)

3079.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[t98slider's solution](#)

3080.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[t98slider's solution](#)

3081.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[t98slider's solution](#)

3082.

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

[t98slider's solution](#)

3083.

1729E

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Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[t98slider's solution](#)

3084.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[t98slider's solution](#)

3085.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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3086.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

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3087.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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3088.

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

interactive, number theory, probabilities

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3089.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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3090.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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3091.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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3092.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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3093.

1674F

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3094.

1367D

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Quality: 8,815 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[t98slider's solution](#)

3095.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

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3096.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

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3097.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

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3098.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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3099.

1283D

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Quality: 9,445 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

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3100.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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3101.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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3102.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[t98slider's solution](#)

3103.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[t98slider's solution](#)

3104.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[t98slider's solution](#)

3105.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[t98slider's solution](#)

3106.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

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3107.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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3108.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
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3109.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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3110.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[t98slider's solution](#)

3111.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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3112.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
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3113.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers
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3114.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[t98slider's solution](#)

3115.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[t98slider's solution](#)

3116.

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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3117.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
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3118.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[t98slider's solution](#)

3119.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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3120.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[t98slider's solution](#)

3121.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[t98slider's solution](#)

3122.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[t98slider's solution](#)

3123.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[t98slider's solution](#)

3124.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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3125.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[t98slider's solution](#)

3126.

1549D

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

Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[t98slider's solution](#)

3127.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

3128.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[t98slider's solution](#)

3129.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[t98slider's solution](#)

3130.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[t98slider's solution](#)

3131.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[t98slider's solution](#)

3132.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[t98slider's solution](#)

3133.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[t98slider's solution](#)

3134.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[t98slider's solution](#)

3135.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[t98slider's solution](#)

3136.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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3137.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[t98slider's solution](#)

3138.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[t98slider's solution](#)

3139.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
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3140.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[t98slider's solution](#)

3141.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
[t98slider's solution](#)

3142.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[t98slider's solution](#)

3143.

2174B

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Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[t98slider's solution](#)

3144.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory
[t98slider's solution](#)

3145.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[t98slider's solution](#)

3146.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[t98slider's solution](#)

3147.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[t98slider's solution](#)

3148.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[t98slider's solution](#)

3149.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[t98slider's solution](#)

3150.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[t98slider's solution](#)

3151.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t98slider's solution](#)

3152.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[t98slider's solution](#)

3153.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[t98slider's solution](#)

3154.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[t98slider's solution](#)

3155.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

[t98slider's solution](#)

3156.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[t98slider's solution](#)

3157.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[t98slider's solution](#)

3158.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[t98slider's solution](#)

3159.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, geometry, sortings
[t98slider's solution](#)

3160.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[t98slider's solution](#)

3161.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings
[t98slider's solution](#)

3162.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory
[t98slider's solution](#)

3163.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees
[t98slider's solution](#)

3164.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[t98slider's solution](#)

3165.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

3166.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
[t98slider's solution](#)

3167.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[t98slider's solution](#)

3168.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[t98slider's solution](#)

3169.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[t98slider's solution](#)

3170.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t98slider's solution](#)

3171.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[t98slider's solution](#)

3172.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[t98slider's solution](#)

3173.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[t98slider's solution](#)

3174.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[t98slider's solution](#)

3175.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[t98slider's solution](#)

3176.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[t98slider's solution](#)

3177.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[t98slider's solution](#)

3178.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t98slider's solution](#)

3179.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t98slider's solution](#)

3180.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[t98slider's solution](#)

3181.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t98slider's solution](#)

3182.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[t98slider's solution](#)

3183.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[t98slider's solution](#)

3184.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t98slider's solution](#)

3185.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[t98slider's solution](#)

3186.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[t98slider's solution](#)

3187.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[t98slider's solution](#)

3188.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[t98slider's solution](#)

3189.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t98slider's solution](#)

3190.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[t98slider's solution](#)

3191.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[t98slider's solution](#)

3192.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
[t98slider's solution](#)

3193.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[t98slider's solution](#)

3194.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths
[t98slider's solution](#)

3195.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[t98slider's solution](#)

3196.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[t98slider's solution](#)

3197.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[t98slider's solution](#)

3198.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[t98slider's solution](#)

3199.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[t98slider's solution](#)

3200.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[t98slider's solution](#)

3201.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[t98slider's solution](#)

3202.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[t98slider's solution](#)

3203.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[t98slider's solution](#)

3204.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[t98slider's solution](#)

3205.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[t98slider's solution](#)

3206.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[t98slider's solution](#)

3207.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[t98slider's solution](#)

3208.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[t98slider's solution](#)

3209.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[t98slider's solution](#)

3210.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[t98slider's solution](#)

3211.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[t98slider's solution](#)

3212.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[t98slider's solution](#)

3213.

2000F

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

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

[t98slider's solution](#)

3214.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[t98slider's solution](#)

3215.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[t98slider's solution](#)

3216.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[t98slider's solution](#)

3217.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[t98slider's solution](#)

3218.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[t98slider's solution](#)

3219.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[t98slider's solution](#)

3220.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[t98slider's solution](#)

3221.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[t98slider's solution](#)

3222.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[t98slider's solution](#)

3223.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[t98slider's solution](#)

3224.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

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3225.

1928D

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3226.

1927F

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3227.

1902D

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3228.

1902E

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3229.

1898D

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3230.

1895D

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3231.

1887B

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3232.

1887A2

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3233.

1854A2

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3234.

1846G

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3235.

1842D

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3236.

1834D

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3237.

1817B

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3238.

1823D

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3239.

1797D

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3240.

1808C

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3241.

1801C

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3242.

1794D

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3243.

1800F

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3244.

1799D1

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Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3245.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[t98slider's solution](#)

3246.

1791G2

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[t98slider's solution](#)

3247.

1787D

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3248.

1777D

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3249.

1774E

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3250.

1759G

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[t98slider's solution](#)

3251.

1747D

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3252.

1749D

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3253.

1744E2

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[t98slider's solution](#)

3254.

1746D

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3255.

1738D

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3256.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[t98slider's solution](#)

3257.

1729F

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Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

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3258.

1717D

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3259.

1715D

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3260.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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3261.

1714F

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3262.

1704D

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[t98slider's solution](#)

3263.

1707B

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Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
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3264.

1702G1

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Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[t98slider's solution](#)

3265.

1701D

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3266.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
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3267.

1700D

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Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math
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3268.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[t98slider's solution](#)

3269.

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths
[t98slider's solution](#)

3270.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[t98slider's solution](#)

3271.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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3272.

1673D

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[t98slider's solution](#)

3273.

1659D

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[t98slider's solution](#)

3274.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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3275.

1367E

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3276.

1624G

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Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[t98slider's solution](#)

3277.

1328E

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3278.

1311F

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3279.

1294E

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3280.

1272E

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3281.

1216E1

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3282.

1213E

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3283.

1651D

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3284.

1650E

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3285.

1183H

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3286.

1360G

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3287.

1353E

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3288.

1157D

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3289.

1644E

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3290.

1144E

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3291.

1095F

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Quality: 7,575 global accepts · Rating: 1900 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
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3292.

1095E

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3293.

1092F

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3294.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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3295.

1015E2

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3296.

999D

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3297.

1627D

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3298.

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
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3299.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[t98slider's solution](#)

3300.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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3301.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

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3302.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[t98slider's solution](#)

3303.

1591D

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

Rating: 1900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[t98slider's solution](#)

3304.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[t98slider's solution](#)

3305.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[t98slider's solution](#)

3306.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3307.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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3308.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[t98slider's solution](#)

3309.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-01 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[t98slider's solution](#)

3310.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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3311.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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3312.

1547F

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Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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1527B2

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Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[t98slider's solution](#)**3315.**

1512F

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Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[t98slider's solution](#)**3316.**

1496D

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[t98slider's solution](#)**3317.**

1492D

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[t98slider's solution](#)**3318.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[t98slider's solution](#)**3319.**

1490G

[Old Floppy Drive · Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[t98slider's solution](#)**3320.**

1475G

[Strange Beauty · Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[t98slider's solution](#)**3321.**

1475F

[Unusual Matrix · Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[t98slider's solution](#)

3322.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[t98slider's solution](#)

3323.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[t98slider's solution](#)

3324.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[t98slider's solution](#)

3325.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[t98slider's solution](#)

3326.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[t98slider's solution](#)

3327.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[t98slider's solution](#)

3328.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[t98slider's solution](#)

3329.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[t98slider's solution](#)

3330.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[t98slider's solution](#)

3331.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[t98slider's solution](#)

3332.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[t98slider's solution](#)

3333.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[t98slider's solution](#)

3334.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[t98slider's solution](#)

3335.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[t98slider's solution](#)

3336.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[t98slider's solution](#)

3337.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[t98slider's solution](#)

3338.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[t98slider's solution](#)

3339.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[t98slider's solution](#)

3340.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[t98slider's solution](#)

3341.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[t98slider's solution](#)

3342.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[t98slider's solution](#)

3343.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[t98slider's solution](#)

3344.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[t98slider's solution](#)

3345.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[t98slider's solution](#)

3346.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[t98slider's solution](#)

3347.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[t98slider's solution](#)

3348.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[t98slider's solution](#)

3349.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[t98slider's solution](#)

3350.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[t98slider's solution](#)

3351.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[t98slider's solution](#)

3352.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[t98slider's solution](#)

3353.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[t98slider's solution](#)

3354.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[t98slider's solution](#)

3355.

1828D1

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

Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[t98slider's solution](#)

3356.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[t98slider's solution](#)

3357.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[t98slider's solution](#)

3358.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[t98slider's solution](#)

3359.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[t98slider's solution](#)

3360.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[t98slider's solution](#)

3361.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[t98slider's solution](#)

3362.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[t98slider's solution](#)

3363.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[t98slider's solution](#)

3364.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers
[t98slider's solution](#)

3365.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[t98slider's solution](#)

3366.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers
[t98slider's solution](#)

3367.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings
[t98slider's solution](#)

3368.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[t98slider's solution](#)

3369.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[t98slider's solution](#)

3370.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[t98slider's solution](#)

3371.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[t98slider's solution](#)

3372.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[t98slider's solution](#)

3373.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[t98slider's solution](#)

3374.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[t98slider's solution](#)

3375.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[t98slider's solution](#)

3376.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[t98slider's solution](#)

3377.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[t98slider's solution](#)

3378.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[t98slider's solution](#)

3379.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[t98slider's solution](#)

3380.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[t98slider's solution](#)

3381.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[t98slider's solution](#)

3382.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[t98slider's solution](#)

3383.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[t98slider's solution](#)

3384.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[t98slider's solution](#)

3385.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[t98slider's solution](#)

3386.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[t98slider's solution](#)

3387.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[t98slider's solution](#)

3388.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[t98slider's solution](#)

3389.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

3390.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[t98slider's solution](#)

3391.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[t98slider's solution](#)

3392.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-08-02 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[t98slider's solution](#)

3393.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[t98slider's solution](#)

3394.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[t98slider's solution](#)

3395.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[t98slider's solution](#)

3396.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[t98slider's solution](#)

3397.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[t98slider's solution](#)

3398.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[t98slider's solution](#)

3399.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[t98slider's solution](#)

3400.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[t98slider's solution](#)

3401.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive,

math

[t98slider's solution](#)

3402.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[t98slider's solution](#)

3403.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[t98slider's solution](#)

3404.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[t98slider's solution](#)

3405.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3406.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[t98slider's solution](#)

3407.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[t98slider's solution](#)

3408.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[t98slider's solution](#)

3409.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[t98slider's solution](#)

3410.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[t98slider's solution](#)

3411.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[t98slider's solution](#)

3412.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[t98slider's solution](#)

3413.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[t98slider's solution](#)

3414.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[t98slider's solution](#)

3415.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[t98slider's solution](#)

3416.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[t98slider's solution](#)

3417.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[t98slider's solution](#)

3418.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[t98slider's solution](#)

3419.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[t98slider's solution](#)

3420.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[t98slider's solution](#)

3421.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[t98slider's solution](#)

3422.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp
[t98slider's solution](#)

3423.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive
[t98slider's solution](#)

3424.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

3425.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[t98slider's solution](#)

3426.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[t98slider's solution](#)

3427.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

3428.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[t98slider's solution](#)

3429.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[t98slider's solution](#)

3430.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[t98slider's solution](#)

3431.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs
[t98slider's solution](#)

3432.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[t98slider's solution](#)

3433.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[t98slider's solution](#)

3434.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[t98slider's solution](#)

3435.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[t98slider's solution](#)

3436.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[t98slider's solution](#)

3437.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[t98slider's solution](#)

3438.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[t98slider's solution](#)

3439.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[t98slider's solution](#)

3440.

2000G

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

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

[t98slider's solution](#)

3441.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy,

shortest paths

[t98slider's solution](#)

3442.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[t98slider's solution](#)

3443.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[t98slider's solution](#)

3444.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[t98slider's solution](#)

3445.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[t98slider's solution](#)

3446.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[t98slider's solution](#)

3447.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[t98slider's solution](#)

3448.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[t98slider's solution](#)

3449.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[t98slider's solution](#)

3450.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[t98slider's solution](#)

3451.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[t98slider's solution](#)

3452.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[t98slider's solution](#)

3453.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[t98slider's solution](#)

3454.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[t98slider's solution](#)

3455.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[t98slider's solution](#)

3456.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[t98slider's solution](#)

3457.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[t98slider's solution](#)

3458.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[t98slider's solution](#)

3459.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[t98slider's solution](#)

3460.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[t98slider's solution](#)

3461.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[t98slider's solution](#)

3462.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[t98slider's solution](#)

3463.

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

[t98slider's solution](#)

3464.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[t98slider's solution](#)

3465.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[t98slider's solution](#)

3466.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[t98slider's solution](#)

3467.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[t98slider's solution](#)

3468.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[t98slider's solution](#)

3469.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[t98slider's solution](#)

3470.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[t98slider's solution](#)

3471.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[t98slider's solution](#)

3472.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[t98slider's solution](#)

3473.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[t98slider's solution](#)

3474.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[t98slider's solution](#)

3475.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[t98slider's solution](#)

3476.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3477.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[t98slider's solution](#)

3478.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[t98slider's solution](#)

3479.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[t98slider's solution](#)

3480.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[t98slider's solution](#)

3481.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[t98slider's solution](#)

3482.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[t98slider's solution](#)

3483.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

3484.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[t98slider's solution](#)

3485.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[t98slider's solution](#)

3486.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[t98slider's solution](#)

3487.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[t98slider's solution](#)

3488.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

3489.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[t98slider's solution](#)

3490.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3491.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[t98slider's solution](#)

3492.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[t98slider's solution](#)

3493.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[t98slider's solution](#)

3494.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[t98slider's solution](#)

3495.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[t98slider's solution](#)

3496.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[t98slider's solution](#)

3497.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[t98slider's solution](#)

3498.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[t98slider's solution](#)

3499.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[t98slider's solution](#)

3500.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[t98slider's solution](#)

3501.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[t98slider's solution](#)

3502.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[t98slider's solution](#)

3503.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[t98slider's solution](#)

3504.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[t98slider's solution](#)

3505.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[t98slider's solution](#)

3506.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[t98slider's solution](#)

3507.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[t98slider's solution](#)

3508.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[t98slider's solution](#)

3509.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[t98slider's solution](#)

3510.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[t98slider's solution](#)

3511.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[t98slider's solution](#)

3512.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[t98slider's solution](#)

3513.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t98slider's solution](#)

3514.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[t98slider's solution](#)

3515.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[t98slider's solution](#)

3516.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[t98slider's solution](#)

3517.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[t98slider's solution](#)

3518.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[t98slider's solution](#)

3519.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[t98slider's solution](#)

3520.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[t98slider's solution](#)

3521.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[t98slider's solution](#)

3522.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[t98slider's solution](#)

3523.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[t98slider's solution](#)

3524.

2000H

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

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

[t98slider's solution](#)

3525.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[t98slider's solution](#)

3526.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[t98slider's solution](#)

3527.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[t98slider's solution](#)

3528.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[t98slider's solution](#)

3529.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[t98slider's solution](#)

3530.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, hashing, math, string suffix structures, strings

[t98slider's solution](#)

3531.

1926F

[Vlad and Avoiding X](#) · Tutorial

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[t98slider's solution](#)

3532.

1907G

[Lights](#) · Tutorial

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[t98slider's solution](#)

3533.

1860D

[Balanced String](#) · Tutorial

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3534.

1858D

[Trees and Segments](#) · Tutorial

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[t98slider's solution](#)

3535.

1854B

[Earn or Unlock](#) · Tutorial

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[t98slider's solution](#)

3536.

1848D

[Vika and Bonuses](#) · Tutorial

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[t98slider's solution](#)

3537.

1841E

[Fill the Matrix](#) · Tutorial

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[t98slider's solution](#)

3538.

1840G1

[In Search of Truth \(Easy Version\)](#) · Tutorial

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[t98slider's solution](#)

3539.

1840F

[Railguns](#) · Tutorial

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[t98slider's solution](#)

3540.

1837E

[Playoff Fixing](#) · Tutorial

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[t98slider's solution](#)

3541.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[t98slider's solution](#)

3542.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[t98slider's solution](#)

3543.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[t98slider's solution](#)

3544.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[t98slider's solution](#)

3545.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[t98slider's solution](#)

3546.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[t98slider's solution](#)

3547.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[t98slider's solution](#)

3548.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[t98slider's solution](#)

3549.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[t98slider's solution](#)

3550.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[t98slider's solution](#)

3551.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[t98slider's solution](#)

3552.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[t98slider's solution](#)

3553.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[t98slider's solution](#)

3554.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[t98slider's solution](#)

3555.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[t98slider's solution](#)

3556.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[t98slider's solution](#)

3557.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[t98slider's solution](#)

3558.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[t98slider's solution](#)

3559.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

3560.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[t98slider's solution](#)

3561.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[t98slider's solution](#)

3562.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[t98slider's solution](#)

3563.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[t98slider's solution](#)

3564.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[t98slider's solution](#)

3565.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[t98slider's solution](#)

3566.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[t98slider's solution](#)

3567.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[t98slider's solution](#)

3568.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[t98slider's solution](#)

3569.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[t98slider's solution](#)

3570.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[t98slider's solution](#)

3571.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[t98slider's solution](#)

3572.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[t98slider's solution](#)

3573.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[t98slider's solution](#)

3574.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[t98slider's solution](#)

3575.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[t98slider's solution](#)

3576.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[t98slider's solution](#)

3577.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[t98slider's solution](#)

3578.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[t98slider's solution](#)

3579.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[t98slider's solution](#)

3580.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[t98slider's solution](#)

3581.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[t98slider's solution](#)

3582.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[t98slider's solution](#)

3583.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[t98slider's solution](#)

3584.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[t98slider's solution](#)

3585.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[t98slider's solution](#)

3586.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3587.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[t98slider's solution](#)

3588.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[t98slider's solution](#)

3589.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[t98slider's solution](#)

3590.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[t98slider's solution](#)

3591.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[t98slider's solution](#)

3592.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[t98slider's solution](#)

3593.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[t98slider's solution](#)

3594.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[t98slider's solution](#)

3595.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[t98slider's solution](#)

3596.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[t98slider's solution](#)

3597.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[t98slider's solution](#)

3598.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[t98slider's solution](#)

3599.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[t98slider's solution](#)

3600.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[t98slider's solution](#)

3601.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[t98slider's solution](#)

3602.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[t98slider's solution](#)

3603.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[t98slider's solution](#)

3604.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[t98slider's solution](#)

3605.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[t98slider's solution](#)

3606.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[t98slider's solution](#)

3607.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[t98slider's solution](#)

3608.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[t98slider's solution](#)

3609.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[t98slider's solution](#)

3610.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[t98slider's solution](#)

3611.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[t98slider's solution](#)

3612.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[t98slider's solution](#)

3613.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[t98slider's solution](#)

3614.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[t98slider's solution](#)

3615.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[t98slider's solution](#)

3616.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[t98slider's solution](#)

3617.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[t98slider's solution](#)

3618.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[t98slider's solution](#)

3619.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[t98slider's solution](#)

3620.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[t98slider's solution](#)

3621.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[t98slider's solution](#)

3622.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities
[t98slider's solution](#)

3623.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy
[t98slider's solution](#)

3624.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[t98slider's solution](#)

3625.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[t98slider's solution](#)

3626.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[t98slider's solution](#)

3627.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[t98slider's solution](#)

3628.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[t98slider's solution](#)

3629.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[t98slider's solution](#)

3630.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[t98slider's solution](#)

3631.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[t98slider's solution](#)

3632.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[t98slider's solution](#)

3633.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[t98slider's solution](#)

3634.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[t98slider's solution](#)

3635.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[t98slider's solution](#)

3636.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[t98slider's solution](#)

3637.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[t98slider's solution](#)

3638.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[t98slider's solution](#)

3639.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[t98slider's solution](#)

3640.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[t98slider's solution](#)

3641.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[t98slider's solution](#)

3642.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[t98slider's solution](#)

3643.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[t98slider's solution](#)

3644.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[t98slider's solution](#)

3645.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[t98slider's solution](#)

3646.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[t98slider's solution](#)

3647.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[t98slider's solution](#)

3648.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[t98slider's solution](#)

3649.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[t98slider's solution](#)

3650.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[t98slider's solution](#)

3651.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[t98slider's solution](#)

3652.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[t98slider's solution](#)

3653.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[t98slider's solution](#)

3654.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[t98slider's solution](#)

3655.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[t98slider's solution](#)

3656.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[t98slider's solution](#)

3657.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[t98slider's solution](#)

3658.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[t98slider's solution](#)

3659.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[t98slider's solution](#)

3660.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[t98slider's solution](#)

3661.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
[t98slider's solution](#)

3662.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[t98slider's solution](#)

3663.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[t98slider's solution](#)

3664.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[t98slider's solution](#)

3665.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[t98slider's solution](#)

3666.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[t98slider's solution](#)

3667.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[t98slider's solution](#)

3668.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[t98slider's solution](#)

3669.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[t98slider's solution](#)

3670.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[t98slider's solution](#)

3671.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[t98slider's solution](#)

3672.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[t98slider's solution](#)

3673.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[t98slider's solution](#)

3674.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[t98slider's solution](#)

3675.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[t98slider's solution](#)

3676.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[t98slider's solution](#)

3677.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[t98slider's solution](#)

3678.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[t98slider's solution](#)

3679.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[t98slider's solution](#)

3680.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[t98slider's solution](#)

3681.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[t98slider's solution](#)

3682.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[t98slider's solution](#)

3683.

1374E2

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1118F2

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3689.

1697F

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3690.

2223B

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3692.

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3693.

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3695.

103824D

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