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Unique solved — timusmanovs

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

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1.

2218B

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7.

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2003A

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1998A

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11.

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1935A

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14.

1971B

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17.

1933B

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18.

1933A

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26.

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34.

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1829B

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48.

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1823A

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50.

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51.

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74.

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76.

1581A

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80.

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81.

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82.

1767A

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83.

1766A

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84.

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85.

1764A

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86.

1758A

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87.

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88.

1760B

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89.

1760A

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90.

1761A

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91.

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92.

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93.

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94.

1759A

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95.

1754A

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1722C
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1722B
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- 104.**
1722A
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- 105.**
1721A
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- 106.**
1720B
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107.

1719B

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108.

1719A

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109.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
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110.

1712A

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Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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111.

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
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112.

1716B

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113.

1716A

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Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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114.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[timusmanovs's solution](#)

115.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[timusmanovs's solution](#)

116.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

117.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

118.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[timusmanovs's solution](#)

119.

1706A

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Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[timusmanovs's solution](#)

120.

1708A

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Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[timusmanovs's solution](#)

121.

1705A

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Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[timusmanovs's solution](#)

122.

1702B

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Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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123.

1702A

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Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

124.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[timusmanovs's solution](#)

125.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[timusmanovs's solution](#)

126.

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[timusmanovs's solution](#)

127.

1690B

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Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[timusmanovs's solution](#)

128.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[timusmanovs's solution](#)

129.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,637 global accepts · Rating: 800 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

130.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[timusmanovs's solution](#)

131.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[timusmanovs's solution](#)

132.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[timusmanovs's solution](#)

133.

1698A

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Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[timusmanovs's solution](#)

134.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[timusmanovs's solution](#)

135.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

136.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games
[timusmanovs's solution](#)

137.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[timusmanovs's solution](#)

138.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

139.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math
[timusmanovs's solution](#)

140.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[timusmanovs's solution](#)

141.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

142.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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143.

1988A

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Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[timusmanovs's solution](#)

144.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[timusmanovs's solution](#)

145.

1971C

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Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[timusmanovs's solution](#)

146.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

147.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[timusmanovs's solution](#)

148.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs
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149.

1883B

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Quality: 59,714 global accepts · Rating: 900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: strings
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150.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[timusmanovs's solution](#)

151.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[timusmanovs's solution](#)

152.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[timusmanovs's solution](#)

153.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[timusmanovs's solution](#)

154.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[timusmanovs's solution](#)

155.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[timusmanovs's solution](#)

156.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[timusmanovs's solution](#)

157.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[timusmanovs's solution](#)

158.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

159.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

160.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: dp, implementation
[timusmanovs's solution](#)

161.

115A

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Quality: 43,367 global accepts · Rating: 900 · first AC: 2023-01-13 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, trees

[timusmanovs's solution](#)

162.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[timusmanovs's solution](#)

163.

1768B

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Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: greedy, math

[timusmanovs's solution](#)

164.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[timusmanovs's solution](#)

165.

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[timusmanovs's solution](#)

166.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, number theory

[timusmanovs's solution](#)

167.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-12-29 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[timusmanovs's solution](#)

168.

1543B

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Quality: 24,480 global accepts · Rating: 900 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[timusmanovs's solution](#)

169.

1771A

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Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · MS C++ 2017 (first AC) · Tags: combinatorics, math, sortings

[timusmanovs's solution](#)

170.

1764B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: math, number theory

[timusmanovs's solution](#)

171.

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · last AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

172.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[timusmanovs's solution](#)

173.

1749B

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Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-11-24 · PyPy 3-64 (first AC) · Tags: greedy

[timusmanovs's solution](#)

174.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

175.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · MS C++ 2017 (first AC) · Tags: greedy, math

[timusmanovs's solution](#)

176.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[timusmanovs's solution](#)

177.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[timusmanovs's solution](#)

178.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[timusmanovs's solution](#)

179.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[timusmanovs's solution](#)

180.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[timusmanovs's solution](#)

181.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[timusmanovs's solution](#)

182.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[timusmanovs's solution](#)

183.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[timusmanovs's solution](#)

184.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2022-05-28 · last AC: 2024-03-17 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, graphs

[timusmanovs's solution](#)

185.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,204 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[timusmanovs's solution](#)

186.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[timusmanovs's solution](#)

187.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[timusmanovs's solution](#)

188.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

189.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[timusmanovs's solution](#)

190.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[timusmanovs's solution](#)

191.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[timusmanovs's solution](#)

192.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp,

implementation

[timusmanovs's solution](#)

193.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

194.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[timusmanovs's solution](#)

195.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[timusmanovs's solution](#)

196.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: data structures, greedy
[timusmanovs's solution](#)

197.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: greedy, strings
[timusmanovs's solution](#)

198.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: dp, greedy
[timusmanovs's solution](#)

199.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, sortings
[timusmanovs's solution](#)

200.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2023-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

201.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[timusmanovs's solution](#)

202.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-04 · MS C++ 2017 (first AC) · Tags: brute force, greedy
[timusmanovs's solution](#)

203.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms
[timusmanovs's solution](#)

204.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · MS C++ 2017 (first AC) · Tags: implementation
[timusmanovs's solution](#)

205.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2022-11-30 · MS C++ 2017 (first AC) · Tags: math, number theory
[timusmanovs's solution](#)

206.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-11-22 · MS C++ 2017 (first AC) · Tags: binary search, implementation, two pointers
[timusmanovs's solution](#)

207.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: implementation, two pointers
[timusmanovs's solution](#)

208.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation
[timusmanovs's solution](#)

209.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-26 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
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210.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[timusmanovs's solution](#)

211.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[timusmanovs's solution](#)

212.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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213.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[timusmanovs's solution](#)

214.

1690D

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

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[timusmanovs's solution](#)

215.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[timusmanovs's solution](#)

216.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[timusmanovs's solution](#)

217.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[timusmanovs's solution](#)

218.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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219.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

220.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[timusmanovs's solution](#)

221.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[timusmanovs's solution](#)

222.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[timusmanovs's solution](#)

223.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[timusmanovs's solution](#)

224.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[timusmanovs's solution](#)

225.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2024-01-14 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[timusmanovs's solution](#)

226.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[timusmanovs's solution](#)

227.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[timusmanovs's solution](#)

228.

1873E

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

Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[timusmanovs's solution](#)

229.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[timusmanovs's solution](#)

230.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2023-03-25 · MS C++ 2017 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[timusmanovs's solution](#)

231.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[timusmanovs's solution](#)

232.

1807G2

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

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[timusmanovs's solution](#)

233.

1624C

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

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[timusmanovs's solution](#)

234.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: data structures, greedy
[timusmanovs's solution](#)

235.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[timusmanovs's solution](#)

236.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory
[timusmanovs's solution](#)

237.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

238.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2023-01-17 · last AC: 2023-01-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, trees
[timusmanovs's solution](#)

239.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[timusmanovs's solution](#)

240.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math
[timusmanovs's solution](#)

241.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-12-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, strings
[timusmanovs's solution](#)

242.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: data structures, greedy, math
[timusmanovs's solution](#)

243.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-11-19 · MS C++ 2017 (first AC) · Tags: brute force, greedy, number theory
[timusmanovs's solution](#)

244.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · MS C++ 2017 (first AC) · Tags: greedy, math, shortest paths

[timusmanovs's solution](#)

245.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[timusmanovs's solution](#)

246.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[timusmanovs's solution](#)

247.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[timusmanovs's solution](#)

248.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[timusmanovs's solution](#)

249.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[timusmanovs's solution](#)

250.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[timusmanovs's solution](#)

251.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[timusmanovs's solution](#)

252.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[timusmanovs's solution](#)

253.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[timusmanovs's solution](#)

254.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[timusmanovs's solution](#)

255.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[timusmanovs's solution](#)

256.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[timusmanovs's solution](#)

257.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[timusmanovs's solution](#)

258.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[timusmanovs's solution](#)

259.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[timusmanovs's solution](#)

260.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[timusmanovs's solution](#)

261.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[timusmanovs's solution](#)

262.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[timusmanovs's solution](#)

263.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[timusmanovs's solution](#)

264.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[timusmanovs's solution](#)

265.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[timusmanovs's solution](#)

266.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[timusmanovs's solution](#)

267.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[timusmanovs's solution](#)

268.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[timusmanovs's solution](#)

269.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: data structures, greedy, hashing, strings

[timusmanovs's solution](#)

270.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2023-01-17 · last AC: 2023-01-18 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[timusmanovs's solution](#)

271.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation

[timusmanovs's solution](#)

272.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[timusmanovs's solution](#)

273.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[timusmanovs's solution](#)

274.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[timusmanovs's solution](#)

275.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[timusmanovs's solution](#)

276.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[timusmanovs's solution](#)

277.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[timusmanovs's solution](#)

278.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[timusmanovs's solution](#)

279.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

280.

103719A

[Stone Age Problem](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-06-10 · MS C++ 2017 (first AC) · Tags: —
[timusmanovs's solution](#)

281.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[timusmanovs's solution](#)

282.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[timusmanovs's solution](#)

283.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[timusmanovs's solution](#)

284.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[timusmanovs's solution](#)

285.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[timusmanovs's solution](#)

286.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[timusmanovs's solution](#)

287.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[timusmanovs's solution](#)

288.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, math
[timusmanovs's solution](#)

289.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[timusmanovs's solution](#)

290.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[timusmanovs's solution](#)

291.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[timusmanovs's solution](#)

292.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2023-11-19 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[timusmanovs's solution](#)

293.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-26 · Python 3 (first AC) · Tags: combinatorics, dp, greedy
[timusmanovs's solution](#)

294.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[timusmanovs's solution](#)

295.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation
[timusmanovs's solution](#)

296.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[timusmanovs's solution](#)

297.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[timusmanovs's solution](#)

298.

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[timusmanovs's solution](#)

299.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[timusmanovs's solution](#)

300.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[timusmanovs's solution](#)

301.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, two pointers

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302.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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303.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2023-01-17 · MS C++ 2017 (first AC) · Tags: dfs and similar, trees

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304.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: binary search, math

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305.

1775B

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Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms

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306.

1768C

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Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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307.

476B

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Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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308.

1534C

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Quality: 13,820 global accepts · Rating: 1300 · first AC: 2022-12-21 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

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309.

1328B

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Quality: 32,047 global accepts · Rating: 1300 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

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310.

1774C

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

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311.

1766C

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312.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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313.

1717C

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314.

1703F

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Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[timusmanovs's solution](#)

315.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[timusmanovs's solution](#)

316.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[timusmanovs's solution](#)

317.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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318.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[timusmanovs's solution](#)

319.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[timusmanovs's solution](#)

320.

2035C

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Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
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321.

2013C

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Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
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322.

1967B1

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Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[timusmanovs's solution](#)

323.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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324.

1967A

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Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[timusmanovs's solution](#)

325.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[timusmanovs's solution](#)

326.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
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327.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[timusmanovs's solution](#)

328.

1201C

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Quality: 33,256 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[timusmanovs's solution](#)

329.

1919C

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Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[timusmanovs's solution](#)

330.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[timusmanovs's solution](#)

331.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[timusmanovs's solution](#)

332.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[timusmanovs's solution](#)

333.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[timusmanovs's solution](#)

334.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[timusmanovs's solution](#)

335.

1894C

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

Rating: 1400 · first AC: 2023-11-09 · Python 3 (first AC) · Tags: constructive algorithms, graphs, implementation
[timusmanovs's solution](#)

336.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[timusmanovs's solution](#)

337.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[timusmanovs's solution](#)

338.

1883F

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Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[timusmanovs's solution](#)

339.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[timusmanovs's solution](#)

340.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[timusmanovs's solution](#)

341.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[timusmanovs's solution](#)

342.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[timusmanovs's solution](#)

343.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[timusmanovs's solution](#)

344.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[timusmanovs's solution](#)

345.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, games
[timusmanovs's solution](#)

346.

665B

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Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[timusmanovs's solution](#)

347.

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[timusmanovs's solution](#)

348.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2023-01-11 · PyPy 3-64 (first AC) · Tags: dp

[timusmanovs's solution](#)

349.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: dp, math, number theory

[timusmanovs's solution](#)

350.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[timusmanovs's solution](#)

351.

1771B

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Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

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352.

1764C

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Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · MS C++ 2017 (first AC) · Tags: graphs, greedy

[timusmanovs's solution](#)

353.

1758C

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Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · MS C++ 2017 (first AC) · Tags: greedy, number theory

[timusmanovs's solution](#)

354.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · MS C++ 2017 (first AC) · Tags: brute force, number theory

[timusmanovs's solution](#)

355.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-11-15 · MS C++ 2017 (first AC) · Tags: binary search, data structures, games, greedy, implementation

[timusmanovs's solution](#)

356.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[timusmanovs's solution](#)

357.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[timusmanovs's solution](#)

358.

1733D1

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

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[timusmanovs's solution](#)

359.

1721C

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360.

1719C

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Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
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361.

1714E

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362.

1706C

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Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[timusmanovs's solution](#)

363.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[timusmanovs's solution](#)

364.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
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365.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[timusmanovs's solution](#)

366.

1692G

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Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
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367.

1691C

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Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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368.

1167C

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369.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

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370.

1139C

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371.

2053C

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[timusmanovs's solution](#)

372.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[timusmanovs's solution](#)

373.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

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[timusmanovs's solution](#)

374.

1971E

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Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[timusmanovs's solution](#)

375.

982C

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Quality: 15,864 global accepts · Rating: 1500 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[timusmanovs's solution](#)

376.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs

[timusmanovs's solution](#)

377.

1933E

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Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

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378.

1876B

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[timusmanovs's solution](#)

379.

1915F

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Quality: 22,204 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[timusmanovs's solution](#)

380.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[timusmanovs's solution](#)

381.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[timusmanovs's solution](#)

382.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[timusmanovs's solution](#)

383.

1851E

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[timusmanovs's solution](#)

384.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, sortings

[timusmanovs's solution](#)

385.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[timusmanovs's solution](#)

386.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[timusmanovs's solution](#)

387.

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[timusmanovs's solution](#)

388.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[timusmanovs's solution](#)

389.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · MS C++ 2017 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[timusmanovs's solution](#)

390.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-12-04 · MS C++ 2017 (first AC) · Tags: greedy

[timusmanovs's solution](#)

391.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings

[timusmanovs's solution](#)

392.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · MS C++ 2017 (first AC) · Tags: brute force, dp, sortings

[timusmanovs's solution](#)

393.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-11-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

[timusmanovs's solution](#)

394.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[timusmanovs's solution](#)

395.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[timusmanovs's solution](#)

396.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[timusmanovs's solution](#)

397.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[timusmanovs's solution](#)

398.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[timusmanovs's solution](#)

399.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[timusmanovs's solution](#)

400.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[timusmanovs's solution](#)

401.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, math

[timusmanovs's solution](#)

402.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[timusmanovs's solution](#)

403.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2024-01-14 · Python 3 (first AC) · Tags: combinatorics, dp, math, probabilities

[timusmanovs's solution](#)

404.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[timusmanovs's solution](#)

405.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[timusmanovs's solution](#)

406.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2024-01-09 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[timusmanovs's solution](#)

407.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[timusmanovs's solution](#)

408.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[timusmanovs's solution](#)

409.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers
[timusmanovs's solution](#)

410.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[timusmanovs's solution](#)

411.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2023-06-22 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings
[timusmanovs's solution](#)

412.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[timusmanovs's solution](#)

413.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[timusmanovs's solution](#)

414.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[timusmanovs's solution](#)

415.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[timusmanovs's solution](#)

416.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math
[timusmanovs's solution](#)

417.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[timusmanovs's solution](#)

418.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[timusmanovs's solution](#)

419.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[timusmanovs's solution](#)

420.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[timusmanovs's solution](#)

421.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: bitmasks, math
[timusmanovs's solution](#)

422.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: implementation, math
[timusmanovs's solution](#)

423.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory
[timusmanovs's solution](#)

424.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: data structures, greedy
[timusmanovs's solution](#)

425.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[timusmanovs's solution](#)

426.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · MS C++ 2017 (first AC) · Tags: math, number theory
[timusmanovs's solution](#)

427.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: math, number theory
[timusmanovs's solution](#)

428.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[timusmanovs's solution](#)

429.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[timusmanovs's solution](#)

430.

1703G

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

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[timusmanovs's solution](#)

431.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[timusmanovs's solution](#)

432.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[timusmanovs's solution](#)

433.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[timusmanovs's solution](#)

434.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[timusmanovs's solution](#)

435.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[timusmanovs's solution](#)

436.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[timusmanovs's solution](#)

437.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[timusmanovs's solution](#)

438.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[timusmanovs's solution](#)

439.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[timusmanovs's solution](#)

440.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[timusmanovs's solution](#)

441.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[timusmanovs's solution](#)

442.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-12-27 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[timusmanovs's solution](#)

443.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[timusmanovs's solution](#)

444.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[timusmanovs's solution](#)

445.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[timusmanovs's solution](#)

446.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[timusmanovs's solution](#)

447.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[timusmanovs's solution](#)

448.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy,

implementation, math

[timusmanovs's solution](#)

449.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[timusmanovs's solution](#)

450.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[timusmanovs's solution](#)

451.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[timusmanovs's solution](#)

452.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[timusmanovs's solution](#)

453.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[timusmanovs's solution](#)

454.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[timusmanovs's solution](#)

455.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[timusmanovs's solution](#)

456.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[timusmanovs's solution](#)

457.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[timusmanovs's solution](#)

458.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[timusmanovs's solution](#)

459.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[timusmanovs's solution](#)

460.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · MS C++ 2017 (first AC) · Tags: brute force, math
[timusmanovs's solution](#)

461.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory
[timusmanovs's solution](#)

462.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation
[timusmanovs's solution](#)

463.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[timusmanovs's solution](#)

464.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-14 · MS C++ 2017 (first AC) · Tags: games
[timusmanovs's solution](#)

465.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2023-01-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[timusmanovs's solution](#)

466.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings
[timusmanovs's solution](#)

467.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[timusmanovs's solution](#)

468.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[timusmanovs's solution](#)

469.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · MS C++ 2017 (first AC) · Tags: bitmasks, dfs and similar, graphs

[timusmanovs's solution](#)

470.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[timusmanovs's solution](#)

471.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[timusmanovs's solution](#)

472.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[timusmanovs's solution](#)

473.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[timusmanovs's solution](#)

474.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[timusmanovs's solution](#)

475.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[timusmanovs's solution](#)

476.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[timusmanovs's solution](#)

477.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[timusmanovs's solution](#)

478.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[timusmanovs's solution](#)

479.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[timusmanovs's solution](#)

480.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[timusmanovs's solution](#)

481.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[timusmanovs's solution](#)

482.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[timusmanovs's solution](#)

483.

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[timusmanovs's solution](#)

484.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[timusmanovs's solution](#)

485.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[timusmanovs's solution](#)

486.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[timusmanovs's solution](#)

487.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[timusmanovs's solution](#)

488.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[timusmanovs's solution](#)

489.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[timusmanovs's solution](#)

490.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[timusmanovs's solution](#)

491.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[timusmanovs's solution](#)

492.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

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493.

1851F

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1845D

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495.

727D

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496.

665D

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497.

1801B

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1793D

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1780D

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500.

1782D

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501.

1768D

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502.

221D

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503.

1758D

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1759F

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1750D

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506.

1729E

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1720D1

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1721D

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1713D

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1709C

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1705D

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512.

1556C

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513.

1691D

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2053E

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2013D

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1774E

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518.

1017D

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519.

1998C

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520.

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522.

1945F

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1922D

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524.

57C

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525.

9D

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1920D

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527.

1202D

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528.

6E

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529.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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530.

1887B

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531.

1887A2

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Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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532.

1882D

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533.

1817B

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534.

1823D

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535.

1799D1

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Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

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536.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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537.

1800F

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1794D

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Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · MS C++ 2017 (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

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539.

1773A

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540.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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541.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-11-13 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory

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542.

1729F

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543.

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

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544.

1714F

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545.

1717D

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546.

1715D

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547.

1718A2

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

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548.

1704D

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549.

1702G1

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550.

1707B

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551.

1701D

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552.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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553.

1697D

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554.

1700D

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555.

2085D

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556.

193B

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557.

176C

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1988D

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559.

1943B

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560.

1893C

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561.

1905D

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Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
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562.

1903E

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Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
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563.

1900D

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Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
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564.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
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565.

1851G

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Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
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566.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[timusmanovs's solution](#)

567.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees
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568.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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569.

1796D

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Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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570.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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571.

380C

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Quality: 19,782 global accepts · Rating: 2000 · first AC: 2023-01-14 · MS C++ 2017 (first AC) · Tags: data structures, schedules

[timusmanovs's solution](#)

572.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[timusmanovs's solution](#)

573.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · MS C++ 2017 (first AC) · Tags: brute force, dp, implementation

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574.

1764D

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575.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-23 · MS C++ 2017 (first AC) · Tags: math, two pointers

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576.

1753C

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Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-15 · MS C++ 2017 (first AC) · Tags: dp, math, probabilities

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577.

1712D

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Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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578.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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579.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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580.

1716D

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Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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581.

1716C

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Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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582.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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583.

1690G

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584.

1696E

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585.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

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586.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[timusmanovs's solution](#)

587.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[timusmanovs's solution](#)

588.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[timusmanovs's solution](#)

589.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[timusmanovs's solution](#)

590.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[timusmanovs's solution](#)

591.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[timusmanovs's solution](#)

592.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[timusmanovs's solution](#)

593.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[timusmanovs's solution](#)

594.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[timusmanovs's solution](#)

595.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[timusmanovs's solution](#)

596.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[timusmanovs's solution](#)

597.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[timusmanovs's solution](#)

598.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math
[timusmanovs's solution](#)

599.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[timusmanovs's solution](#)

600.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[timusmanovs's solution](#)

601.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers
[timusmanovs's solution](#)

602.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[timusmanovs's solution](#)

603.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-14 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[timusmanovs's solution](#)

604.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-13 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[timusmanovs's solution](#)

605.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2023-01-11 · MS C++ 2017 (first AC) · Tags: geometry, math
[timusmanovs's solution](#)

606.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · MS C++ 2017 (first AC) · Tags: combinatorics, math
[timusmanovs's solution](#)

607.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[timusmanovs's solution](#)

608.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[timusmanovs's solution](#)

609.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[timusmanovs's solution](#)

610.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[timusmanovs's solution](#)

611.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[timusmanovs's solution](#)

612.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[timusmanovs's solution](#)

613.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[timusmanovs's solution](#)

614.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[timusmanovs's solution](#)

615.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[timusmanovs's solution](#)

616.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[timusmanovs's solution](#)

617.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[timusmanovs's solution](#)

618.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[timusmanovs's solution](#)

619.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[timusmanovs's solution](#)

620.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[timusmanovs's solution](#)

621.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[timusmanovs's solution](#)

622.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[timusmanovs's solution](#)

623.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[timusmanovs's solution](#)

624.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[timusmanovs's solution](#)

625.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-03-03 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dp, greedy, math

[timusmanovs's solution](#)

626.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-01-09 · MS C++ 2017 (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[timusmanovs's solution](#)

627.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: hashing, strings

[timusmanovs's solution](#)

628.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-19 · MS C++ 2017 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[timusmanovs's solution](#)

629.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-16 · MS C++ 2017 (first AC) · Tags: binary search, graphs, greedy, implementation

[timusmanovs's solution](#)

630.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[timusmanovs's solution](#)

631.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[timusmanovs's solution](#)

632.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[timusmanovs's solution](#)

633.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[timusmanovs's solution](#)

634.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[timusmanovs's solution](#)

635.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[timusmanovs's solution](#)

636.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[timusmanovs's solution](#)

637.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[timusmanovs's solution](#)

638.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[timusmanovs's solution](#)

639.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: brute force, dp

[timusmanovs's solution](#)

640.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · MS C++ 2017 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[timusmanovs's solution](#)

641.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[timusmanovs's solution](#)

642.

1698E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[timusmanovs's solution](#)

643.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[timusmanovs's solution](#)

644.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[timusmanovs's solution](#)

645.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[timusmanovs's solution](#)

646.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, strings

[timusmanovs's solution](#)

647.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[timusmanovs's solution](#)

648.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[timusmanovs's solution](#)

649.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[timusmanovs's solution](#)

650.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[timusmanovs's solution](#)

651.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[timusmanovs's solution](#)

652.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[timusmanovs's solution](#)

653.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[timusmanovs's solution](#)

654.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[timusmanovs's solution](#)

655.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[timusmanovs's solution](#)

656.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[timusmanovs's solution](#)

657.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[timusmanovs's solution](#)

658.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[timusmanovs's solution](#)

659.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-01-13 · last AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[timusmanovs's solution](#)

660.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[timusmanovs's solution](#)

661.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[timusmanovs's solution](#)

662.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[timusmanovs's solution](#)

663.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[timusmanovs's solution](#)

664.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[timusmanovs's solution](#)

665.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[timusmanovs's solution](#)

666.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[timusmanovs's solution](#)

667.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[timusmanovs's solution](#)

668.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[timusmanovs's solution](#)

669.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory
[timusmanovs's solution](#)

670.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures
[timusmanovs's solution](#)

671.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[timusmanovs's solution](#)

672.

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

673.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[timusmanovs's solution](#)

674.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[timusmanovs's solution](#)

675.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[timusmanovs's solution](#)

676.

105043C

[A 0D A,,0C 0AC=8CR GC,,AC 0](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

677.

104814E

[B 5000D AC,,2C 0KC' <CT<](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

678.

104814D

[A 0D \\$D](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

679.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-11-20 · Delphi (first AC) · Tags: *special, constructive algorithms, math, number theory

[timusmanovs's solution](#)

680.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

681.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · Python 3 (first AC) · Tags: —

[timusmanovs's solution](#)

682.

104096B

[BS@CaD ?Ca@D\\$8D >C\\$:C 3D 0C\\$8Dö](#)

Rating: — · first AC: 2023-11-06 · Python 3 (first AC) · Tags: —

[timusmanovs's solution](#)

683.

1041192

[AÄÖñö, 8 CÔ>D :C€](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

684.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

685.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

686.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: —

[timusmanovs's solution](#)

687.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

688.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: —

[timusmanovs's solution](#)

689.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

690.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

691.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

692.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

693.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

694.

104013L

[Lost Permutation](#) · [Tutorial](#)

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

695.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

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

696.

104013C

[Corrupted Sort](#) · [Tutorial](#)

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

697.

104013F

[Futures Market Trends](#) · [Tutorial](#)

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

698.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

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

699.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

700.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[timusmanovs's solution](#)

701.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

702.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

703.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

704.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

705.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

706.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

707.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

708.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

709.

104452F

[Square transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

710.

104452I

[Pharaoh hEx](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

711.

104452D

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

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

712.

104452H

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

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

713.

104452M

[Beautiful hockey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

714.

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

715.

104452C

[Lucky or not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

716.

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

717.

104452B

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

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

718.

104452L

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

719.

104452A

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

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

720.

104452E

[The Highlanders' Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

721.

100135H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

722.

100135I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

723.

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

724.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

725.

104336G

[Wall reinforcement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

726.

104336F

[Square between flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

727.

104336H

[Ostovok](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

728.

104336C

[Two players, two numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: —
[timusmanovs's solution](#)

729.

104336E

[Solve problems every day](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

730.

104336B

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

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

731.

104336A

[Number in the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

732.

104336D

[Beautiful Roses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[timusmanovs's solution](#)

733.

1040994

[A&D&C\\$0Dd8Dö](#)

Rating: — · first AC: 2023-09-24 · Python 3 (first AC) · Tags: —

[timusmanovs's solution](#)

734.

1040993

[A45D060';C Cä:Cä 2Cä7C\\$@C IC 5D\\$ADö](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

735.

1040992

[A0007CD=C,,GCÖ0Dö 4CT;C,,<CäAD\\$L](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

736.

1041193

[A0007AD\\$8Cd=D 9 CÖ>CÄ5D](#)

Rating: — · first AC: 2023-09-11 · Python 3 (first AC) · Tags: —

[timusmanovs's solution](#)

737.

1040363

[A=DS>CÖ 8 C @C CctK](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

738.

102766H

[Singhal and String · Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

739.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[timusmanovs's solution](#)

740.

1812B

[Was it Rated? · Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: *special, brute force, implementation

[timusmanovs's solution](#)

741.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[timusmanovs's solution](#)

742.

1041553

[B >Cö>D"Ö?D';CTACäA](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

743.

104168D2

[Nested Sum \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[timusmanovs's solution](#)

744.

102436D

[Subset ``AND" · Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[timusmanovs's solution](#)

745.

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

746.

102436B

[Trie Minimization](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

747.

102436A

[Cool Water](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

748.

103833B

[Festival of the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

749.

103833A

[Liberdance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

750.

103715E

[AÄ0048Dt5D :C,,5 Ct5C´LDö](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

751.

103715C

[AÄCÖBD >C´L D 0DT0D 0](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

752.

103785H

[Perfect Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

753.

103785G

[Dualites in Pain - The Conclusion](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

754.

103785F

[No Internet IPC!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

755.

103785E

[Hostel Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[timusmanovs's solution](#)

756.

103785D

[Elder Ning](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

757.

103785C

[Dualites in Pain - The Beginning](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

758.

103785B

[Poku's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

759.

103785A

[BCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[timusmanovs's solution](#)

760.

103719L

[AvtoBus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · MS C++ 2017 (first AC) · Tags: —
[timusmanovs's solution](#)

761.

103719F

[AÄÜS;D;DÄB-Cô@C,,2CTB!](#)

Rating: — · first AC: 2022-06-10 · MS C++ 2017 (first AC) · Tags: —
[timusmanovs's solution](#)