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Unique solved — toam

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

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Count: 2,419

1.

2207A

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2.

2205B

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3.

2205A

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2192A

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5.

2178A

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6.

2180B

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2180A

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8.

2157A

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9.

2164A

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10.

2161A

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11.

2152A

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12.

2147A

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13.

2148B

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14.

2148A

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15.

2127A

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16.

2128A

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17.

2122A

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2124A

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19.

2096A

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2070A

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22.

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23.

2062A

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31.

2039A

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32.

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34.

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35.

2033A

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36.

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37.

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38.

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51.

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57.

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58.

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61.

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1915A

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75.

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78.

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80.

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81.

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84.

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85.

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1873D

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89.

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90.

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91.

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92.

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93.

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94.

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95.

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1856A

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110.

1006A

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111.

1829C

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112.

1829B

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113.

1829A

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114.

1823A

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115.

1822C

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116.

1822B

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117.

1822A

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118.

1821A

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119.

1814A

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120.

1811A

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121.

1805B

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122.

1805A

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123.

1810B

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124.

1810A

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125.

1798A

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126.

1809A

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1807C

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128.

1807B

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129.

1807A

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130.

1804A

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1796A

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1793A

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137.

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140.

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141.

1791A

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142.

1778A

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1787A

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1790B

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146.

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147.

1775A1

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148.

1783A

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149.

1768A

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150.

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152.

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1772A

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1774A

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1762A

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157.

1311A

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1525A

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161.

1743B

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162.

1743A

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1764A

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164.

1749A

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1328A

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166.

1335A

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167.

1759B

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1759A

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169.

1760C

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170.

1760B

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171.

1760A

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818A

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173.

1761A

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174.

1747A

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175.

1750B

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176.

1750A

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177.

1705A

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178.

1708A

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1706A

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180.

1711A

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181.

1754A

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182.

1754B

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1712B

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1712A

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185.

1719B

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186.

1719A

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187.

1715A

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188.

1717A

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189.

1735A

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190.

1736A

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191.

710A

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192.

702A

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193.

1744B

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195.

678A

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196.

1746B

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198.

1742B

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1742A

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200.

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1741B

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1741A

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203.

609A

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204.

1739A

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205.

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206.

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1353B

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208.

1353A

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209.

1738A

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210.

1360B

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211.

1360A

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212.

1367B

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213.

1367A

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214.

1734B

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215.

1734A

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216.

1374A

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217.

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1385A

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1399B

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220.

1399A

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221.

1409A

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222.

1426A

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223.

1733A

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1433B

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1454B

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238.

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316.

4A

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328.

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332.

1622A

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333.

1615A

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334.

1619B

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335.

1619A

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336.

1620A

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337.

1617A

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338.

1618B

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339.

1618A

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1614A

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341.

1612A

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342.

1589A

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343.

1604A

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344.

1602A

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345.

1594A

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346.

1581A

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347.

1561A

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348.

1562A

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351.

1557A

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352.

1549B

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354.

1553A

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355.

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356.

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357.

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358.

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359.

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362.

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363.

2178B

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364.

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365.

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366.

2072B

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367.

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371.

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1973A

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377.

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1951A

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380.

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382.

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383.

1881B

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386.

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387.

1837B

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388.

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389.

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390.

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391.

1272A

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392.

1283B

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393.

1296B

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394.

1775A2

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395.

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1335B

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808A

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1747B

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404.

1705B

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405.

1732B

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406.

1735B

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407.

1742C

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622B

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616A

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410.

1737A

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411.

1343A

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412.

1374B

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413.

1426B

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414.

1733B

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415.

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416.

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417.

1475B

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418.

1475A

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419.

1726A

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1607B

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1720A

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422.

1535B

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423.

1714A

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424.

1709B

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425.

1697B

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426.

1689B

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427.

1606A

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428.

6A

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429.

1650B

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430.

1675B

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431.

598A

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432.

1665B

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433.

1624B

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434.

1593B

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435.

1617B

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436.

1613A

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437.

1612B

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438.

1589C

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439.

1559B

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440.

1559A

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441.

1555A

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442.

1543B

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Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[toam's solution](#)

443.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[toam's solution](#)

444.

2192B

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

Quality: 14,553 global accepts · Rating: 1000 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[toam's solution](#)

445.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[toam's solution](#)

446.

2147B

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

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[toam's solution](#)

447.

2148D

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

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[toam's solution](#)

448.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy

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449.

2055B

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Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

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450.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[toam's solution](#)

451.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

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452.

2039B

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

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

[toam's solution](#)

453.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[toam's solution](#)

454.

2000C

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

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, strings

[toam's solution](#)

455.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[toam's solution](#)

456.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy

[toam's solution](#)

457.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,110 global accepts · Rating: 1000 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: greedy

[toam's solution](#)

458.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[toam's solution](#)

459.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[toam's solution](#)

460.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[toam's solution](#)

461.

1230B

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

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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462.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,755 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
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463.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: —
[toam's solution](#)

464.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
[toam's solution](#)

465.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: brute force
[toam's solution](#)

466.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[toam's solution](#)

467.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 1000 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: strings
[toam's solution](#)

468.

1907B

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

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-17 · PyPy 3-64 (first AC) · Tags: data structures, implementation, strings
[toam's solution](#)

469.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[toam's solution](#)

470.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy
[toam's solution](#)

471.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[toam's solution](#)

472.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[toam's solution](#)

473.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: greedy
[toam's solution](#)

474.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[toam's solution](#)

475.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math
[toam's solution](#)

476.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

477.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,584 global accepts · Rating: 1000 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers
[toam's solution](#)

478.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[toam's solution](#)

479.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, implementation
[toam's solution](#)

480.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · last AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[toam's solution](#)

481.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation
[toam's solution](#)

482.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[toam's solution](#)

483.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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484.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: math
[toam's solution](#)

485.

1800C1

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

Quality: 26,984 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[toam's solution](#)

486.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: greedy, strings
[toam's solution](#)

487.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: implementation, strings
[toam's solution](#)

488.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[toam's solution](#)

489.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,275 global accepts · Rating: 1000 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings
[toam's solution](#)

490.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[toam's solution](#)

491.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[toam's solution](#)

492.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[toam's solution](#)

493.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[toam's solution](#)

494.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: implementation, two pointers
[toam's solution](#)

495.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[toam's solution](#)

496.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[toam's solution](#)

497.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[toam's solution](#)

498.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

499.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers
[toam's solution](#)

500.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

501.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: sortings
[toam's solution](#)

502.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: implementation, math
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503.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: implementation, math
[toam's solution](#)

504.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: implementation

[toam's solution](#)

505.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: games, greedy

[toam's solution](#)

506.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: math

[toam's solution](#)

507.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,936 global accepts · Rating: 1000 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

[toam's solution](#)

508.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[toam's solution](#)

509.

1506C

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

Quality: 35,638 global accepts · Rating: 1000 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[toam's solution](#)

510.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[toam's solution](#)

511.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2022-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[toam's solution](#)

512.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[toam's solution](#)

513.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[toam's solution](#)

514.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-09-04 · PyPy 3-64 (first AC) · Tags: greedy

[toam's solution](#)

515.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-09-01 · PyPy 3-64 (first AC) · Tags: implementation

[toam's solution](#)

516.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[toam's solution](#)

517.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-06-21 · PyPy 3 (first AC) · Tags: brute force, implementation

[toam's solution](#)

518.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-21 · PyPy 3 (first AC) · Tags: games, greedy

[toam's solution](#)

519.

1690D

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

Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-07 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[toam's solution](#)

520.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,251 global accepts · Rating: 1000 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: math

[toam's solution](#)

521.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[toam's solution](#)

522.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-07 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings

[toam's solution](#)

523.

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[toam's solution](#)

524.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,961 global accepts · Rating: 1000 · first AC: 2022-04-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[toam's solution](#)

525.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · PyPy 3 (first AC) · Tags: constructive algorithms

[toam's solution](#)

526.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-02-05 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms

[toam's solution](#)

527.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: binary search, greedy

[toam's solution](#)

528.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: data structures, greedy, math, sortings

[toam's solution](#)

529.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-18 · PyPy 3 (first AC) · Tags: geometry, greedy, math

[toam's solution](#)

530.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[toam's solution](#)

531.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,036 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[toam's solution](#)

532.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · PyPy 3 (first AC) · Tags: greedy

[toam's solution](#)

533.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-23 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[toam's solution](#)

534.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-22 · PyPy 3 (first AC) · Tags: constructive algorithms

[toam's solution](#)

535.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: greedy, math

[toam's solution](#)

536.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[toam's solution](#)

537.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[toam's solution](#)

538.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[toam's solution](#)

539.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[toam's solution](#)

540.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[toam's solution](#)

541.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[toam's solution](#)

542.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[toam's solution](#)

543.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[toam's solution](#)

544.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[toam's solution](#)

545.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[toam's solution](#)

546.

2025B

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

Quality: 19,617 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)

547.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[toam's solution](#)

548.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[toam's solution](#)

549.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[toam's solution](#)

550.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[toam's solution](#)

551.

1995B1

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

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1863C

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1838B

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1633C

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1602B

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2178C

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2161C

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2148E

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646.

2072C

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2056C

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2041E

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2002C

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1990B

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657.

1983B

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1987C

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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[toam's solution](#)

659.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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660.

1982B

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Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

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661.

1985E

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Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math

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662.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[toam's solution](#)

663.

1951B

[Battle Cows](#) · [Tutorial](#)

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

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664.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation

[toam's solution](#)

665.

1922B

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Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

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666.

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[toam's solution](#)

667.

1909B

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Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[toam's solution](#)

668.

1914D

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Quality: 38,101 global accepts · Rating: 1200 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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669.

1907C

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Quality: 23,138 global accepts · Rating: 1200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

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670.

1872D

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Quality: 38,835 global accepts · Rating: 1200 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: math

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671.

1881C

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[toam's solution](#)

672.

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation

[toam's solution](#)

673.

1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, math

[toam's solution](#)

674.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[toam's solution](#)

675.

1857C

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Quality: 41,763 global accepts · Rating: 1200 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[toam's solution](#)

676.

1834C

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

Quality: 15,044 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings
[toam's solution](#)

677.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers
[toam's solution](#)

678.

1006B

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Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[toam's solution](#)

679.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[toam's solution](#)

680.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2023-03-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[toam's solution](#)

681.

1800D

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

Quality: 29,349 global accepts · Rating: 1200 · first AC: 2023-03-02 · last AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, hashing, strings
[toam's solution](#)

682.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[toam's solution](#)

683.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation
[toam's solution](#)

684.

1272B

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Quality: 14,682 global accepts · Rating: 1200 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[toam's solution](#)

685.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,108 global accepts · Rating: 1200 · first AC: 2023-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, two pointers
[toam's solution](#)

686.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[toam's solution](#)

687.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,569 global accepts · Rating: 1200 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[toam's solution](#)

688.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[toam's solution](#)

689.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, sortings
[toam's solution](#)

690.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,084 global accepts · Rating: 1200 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[toam's solution](#)

691.

817A

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Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
[toam's solution](#)

692.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[toam's solution](#)

693.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-09 · PyPy 3-64 (first AC) · Tags: games
[toam's solution](#)

694.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: math, number theory
[toam's solution](#)

695.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[toam's solution](#)

696.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory
[toam's solution](#)

697.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: —
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698.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,630 global accepts · Rating: 1200 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[toam's solution](#)

699.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: implementation, math
[toam's solution](#)

700.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[toam's solution](#)

701.

1343C

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Quality: 44,077 global accepts · Rating: 1200 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers
[toam's solution](#)

702.

1738B

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Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[toam's solution](#)

703.

1734C

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

Quality: 28,637 global accepts · Rating: 1200 · first AC: 2022-09-23 · PyPy 3-64 (first AC) · Tags: greedy, math
[toam's solution](#)

704.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,922 global accepts · Rating: 1200 · first AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: greedy
[toam's solution](#)

705.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers
[toam's solution](#)

706.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[toam's solution](#)

707.

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar
[toam's solution](#)

708.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[toam's solution](#)

709.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, sortings
[toam's solution](#)

710.

1729D

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

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
[toam's solution](#)

711.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, implementation
[toam's solution](#)

712.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy
[toam's solution](#)

713.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings
[toam's solution](#)

714.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,491 global accepts · Rating: 1200 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: data structures, hashing, math
[toam's solution](#)

715.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[toam's solution](#)

716.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math
[toam's solution](#)

717.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: implementation
[toam's solution](#)

718.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: brute force, implementation
[toam's solution](#)

719.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-06-21 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, math, two pointers

[toam's solution](#)

720.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,285 global accepts · Rating: 1200 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: binary search, implementation, two pointers

[toam's solution](#)

721.

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: binary search, math

[toam's solution](#)

722.

1352B

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

Quality: 44,826 global accepts · Rating: 1200 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[toam's solution](#)

723.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[toam's solution](#)

724.

6C

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

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[toam's solution](#)

725.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[toam's solution](#)

726.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[toam's solution](#)

727.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[toam's solution](#)

728.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: data structures, math, strings

[toam's solution](#)

729.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[toam's solution](#)

730.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-24 · PyPy 3 (first AC) · Tags: greedy, implementation
[toam's solution](#)

731.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[toam's solution](#)

732.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · last AC: 2022-03-09 · PyPy 3 (first AC) · Tags: greedy, hashing, implementation, sortings
[toam's solution](#)

733.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2022-03-02 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy
[toam's solution](#)

734.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · PyPy 3 (first AC) · Tags: brute force, greedy, sortings
[toam's solution](#)

735.

1635C

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

Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy
[toam's solution](#)

736.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · PyPy 3 (first AC) · Tags: greedy, implementation
[toam's solution](#)

737.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: implementation
[toam's solution](#)

738.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: binary search
[toam's solution](#)

739.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, strings
[toam's solution](#)

740.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,815 global accepts · Rating: 1200 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs

[toam's solution](#)

741.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy
[toam's solution](#)

742.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · Python 3 (first AC) · Tags: interactive, math
[toam's solution](#)

743.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-06-25 · last AC: 2021-06-25 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory
[toam's solution](#)

744.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[toam's solution](#)

745.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures
[toam's solution](#)

746.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[toam's solution](#)

747.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[toam's solution](#)

748.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games
[toam's solution](#)

749.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,701 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation
[toam's solution](#)

750.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy
[toam's solution](#)

751.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, dsu, graphs,

greedy, sortings
[toam's solution](#)

752.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[toam's solution](#)

753.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[toam's solution](#)

754.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,641 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[toam's solution](#)

755.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[toam's solution](#)

756.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[toam's solution](#)

757.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[toam's solution](#)

758.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math

[toam's solution](#)

759.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[toam's solution](#)

760.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[toam's solution](#)

761.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: two pointers

[toam's solution](#)

762.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[toam's solution](#)

763.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[toam's solution](#)

764.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
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765.

1981B

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766.

1973B

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767.

1942C1

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768.

1943A

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769.

1915E

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770.

1899D

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771.

1922C

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772.

1913C

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773.

1889A

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774.

1881D

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775.

1882B

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776.

1879C

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777.

1873F

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778.

1870C

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[toam's solution](#)

779.

1868A

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Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

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780.

1864C

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781.

1862D

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[toam's solution](#)

782.

1857D

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783.

1693A

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784.

1851D

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785.

1844C

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786.

1829F

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787.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
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788.

1821C

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Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings
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789.

1819A

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Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy
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790.

1815A

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791.

1810C

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792.

1807E

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793.

1401C

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794.

1788C

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795.

1294C

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796.

1778B

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797.

1775B

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798.

1768C

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799.

1774C

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800.

1311C

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801.

1328B

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802.

1335D

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803.

808B

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804.

792B

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805.

1711B

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806.

1717C

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807.

1753A1

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808.

1736C1

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[toam's solution](#)

809.

1746C

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810.

665C

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Quality: 17,244 global accepts · Rating: 1300 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[toam's solution](#)

811.

628C

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Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: greedy, strings

[toam's solution](#)

812.

628B

[New Skateboard](#) · [Tutorial](#)

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813.

1741D

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[toam's solution](#)

814.

612A

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815.

600B

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816.

1737B

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817.

1360E

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818.

1360D

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819.

1367C

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[toam's solution](#)

820.

1733C

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[toam's solution](#)

821.

1433E

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822.

1454D

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823.

1560D

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824.

1726C

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[toam's solution](#)

825.

1607D

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826.

1618D

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827.

1703F

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828.

203B

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829.

1692F

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830.

1352D

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831.

1676F

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832.

1650D

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Quality: 14,709 global accepts · Rating: 1300 · first AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math
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833.

1675D

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Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-18 · last AC: 2022-05-18 · PyPy 3-64 (first AC) · Tags: graphs, implementation, trees
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834.

1676G

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835.

598B

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Quality: 12,206 global accepts · Rating: 1300 · first AC: 2022-04-23 · PyPy 3-64 (first AC) · Tags: implementation, strings
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836.

1669H

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Quality: 29,116 global accepts · Rating: 1300 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
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837.

1659B

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Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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838.

1661B

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Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-15 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
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839.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · PyPy 3 (first AC) · Tags: dp, greedy, strings
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840.

4C

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841.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · PyPy 3 (first AC) · Tags: data structures, dsu, graphs, math
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842.

1615B

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Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math
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843.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings
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844.

1612C

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845.

1602C

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Rating: 1300 · first AC: 2021-10-25 · PyPy 3 (first AC) · Tags: bitmasks, math, number theory
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846.

1594E1

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Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: combinatorics, math
[toam's solution](#)

847.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · Python 3 (first AC) · Tags: binary search, greedy, sortings, ternary search
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848.

1555C

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Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, implementation
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849.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · PyPy 3 (first AC) · Tags: brute force
[toam's solution](#)

850.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[toam's solution](#)

851.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[toam's solution](#)

852.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: binary search, data structures, math, two pointers
[toam's solution](#)

853.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[toam's solution](#)

854.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[toam's solution](#)

855.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math
[toam's solution](#)

856.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[toam's solution](#)

857.

2084C

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

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

[toam's solution](#)

858.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive

[toam's solution](#)

859.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[toam's solution](#)

860.

2034C

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

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

[toam's solution](#)

861.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers

[toam's solution](#)

862.

2035C

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

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

[toam's solution](#)

863.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[toam's solution](#)

864.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[toam's solution](#)

865.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, greedy, math

[toam's solution](#)

866.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[toam's solution](#)

867.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[toam's solution](#)

868.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[toam's solution](#)

869.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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870.

1967B1

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Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
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871.

1967A

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Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, sortings
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872.

1965A

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Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings
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873.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
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874.

1919C

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875.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
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876.

1914E2

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Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
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877.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings
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878.

1905C

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879.

1907D

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880.

1878E

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881.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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882.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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883.

1830A

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884.

1844D

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885.

1840D

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Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

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886.

1837D

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Quality: 21,977 global accepts · Rating: 1400 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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887.

1824A

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888.

1805C

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[toam's solution](#)

889.

1256B

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890.

1369C

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891.

1800E1

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Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[toam's solution](#)

892.

1629C

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Rating: 1400 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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893.

1790E

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Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

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894.

1772D

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[toam's solution](#)

895.

1762C

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896.

1324D

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897.

1519C

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898.

1749C

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899.

1764C

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900.

1759D

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901.

1761C

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Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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902.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings
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903.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

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904.

797B

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905.

1750C

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906.

1705C

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907.

1706C

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Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation
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908.

1719C

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Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-10-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, two pointers
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909.

1735C

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910.

762A

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Quality: 25,800 global accepts · Rating: 1400 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: math, number theory

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911.

710B

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[toam's solution](#)

912.

665B

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913.

652A

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914.

632B

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915.

612C

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916.

1374D

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Quality: 31,095 global accepts · Rating: 1400 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: math, sortings, two pointers

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917.

1733D1

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Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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918.

1462D

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919.

1475C

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Quality: 27,209 global accepts · Rating: 1400 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, math

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920.

1490E

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921.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

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922.

1506D

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923.

1520E

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924.

1551B2

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

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925.

1728C

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Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

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926.

1579D

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Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

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927.

1535C

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928.

1714E

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Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

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929.

203C

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930.

448B

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931.

1701C

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932.

1692G

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933.

1697C

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934.

1606C

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935.

1682C

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936.

1676H1

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937.

1624D

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938.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-06 · PyPy 3 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
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939.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation
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940.

1634B

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941.

1559D1

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942.

1549C

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

[toam's solution](#)

943.

1541C

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Rating: 1400 · first AC: 2021-06-25 · Python 3 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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944.

2205C

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945.

2147C

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946.

2115A

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947.

2077A

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948.

2070C

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949.

2072E

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950.

2057C

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951.

2026C

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[toam's solution](#)

952.

2001C

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[toam's solution](#)

953.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[toam's solution](#)

954.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[toam's solution](#)

955.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[toam's solution](#)

956.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[toam's solution](#)

957.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings

[toam's solution](#)

958.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[toam's solution](#)

959.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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960.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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961.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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962.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: dp

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963.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1500 · first AC: 2024-03-10 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings
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964.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
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965.

1872E

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

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp
[toam's solution](#)

966.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dp
[toam's solution](#)

967.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: combinatorics, number theory, sortings
[toam's solution](#)

968.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy
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969.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,845 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[toam's solution](#)

970.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory
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971.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: math, sortings
[toam's solution](#)

972.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, sortings
[toam's solution](#)

973.

1817A

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1814C

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975.

1811E

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976.

1809C

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977.

1804C

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1800E2

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979.

1272D

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980.

1283C

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981.

1791F

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982.

1296D

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1296C

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984.

1774B

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1759E

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1760F

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987.

817B

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988.

1732D1

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989.

1753A2

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990.

710C

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[toam's solution](#)

991.

702C

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992.

702B

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993.

1744E1

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994.

1742G

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995.

1742F

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996.

620C

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997.

609C

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998.

1739C

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1737C

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1000.

1738C

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1001.

1385D

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1002.

1399D

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1003.

1409D

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1004.

1426D

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1005.

1462E1

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two pointers

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1490F

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1506E

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1008.

1538F

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1009.

1551C

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1010.

1579C

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1011.

1611D

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1012.

1722G

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1013.

1710A

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1014.

1690E

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1015.

1352F

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1016.

1352E

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1017.

2A

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1018.

1675E

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1019.

1676H2

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1020.

1651C

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1021.

1659C

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224B

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1621B

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1024.

1616C

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1614C

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1026.

1562C

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1027.

1569C

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1028.

1553D

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1547E

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1542B

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2207C

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1032.

2207B

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1033.

2157D

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2129B

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2128D

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2084D

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1037.

2070D

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1038.

2063C

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1039.

2061D

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1040.

2061C

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1041.

1938H

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1042.

2048D

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1043.

2046B

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1044.

2034D

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1045.

2004D

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Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
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1046.

1994C

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1047.

1985G

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Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
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1048.

1980E

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Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
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1049.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
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1050.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math
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1051.

1971F

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Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
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1052.

406A

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1053.

383A

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Quality: 5,571 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
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1054.

380A

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1055.

377A

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Quality: 27,057 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
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1056.

375B

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Quality: 5,430 global accepts · Rating: 1600 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, sortings
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1057.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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1058.

372A

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Quality: 15,594 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
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1059.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation
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1060.

348A

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Quality: 14,683 global accepts · Rating: 1600 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
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1061.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
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1062.

343B

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Quality: 17,301 global accepts · Rating: 1600 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation
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1063.

343A

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1064.

1941E

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1065.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: data structures, implementation
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1066.

1921E

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Quality: 11,416 global accepts · Rating: 1600 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math
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1067.

1907E

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Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory
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1068.

1878D

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Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy
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1069.

1861C

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Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
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1070.

1862E

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Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy
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1071.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math
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1072.

1856C

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Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp
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1073.

1707A

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Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-07-29 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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1074.

1849C

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Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, hashing, strings
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1075.

1840E

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Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation
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1076.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees
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1077.

1829G

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Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math
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1078.

1537E1

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

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

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1079.

1822E

[Making Anti-Palindromes · Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

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1080.

1811D

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Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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1081.

1798D

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Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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1082.

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

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1083.

1796C

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Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: binary search, math

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1084.

1658D1

[388535 \(Easy Version\) · Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, math

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1085.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

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1086.

1778C

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Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, strings

[toam's solution](#)

1087.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

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1088.

1775C

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Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: bitmasks, math

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1089.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy
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1090.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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1091.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-15 · last AC: 2022-12-15 · PyPy 3 (first AC) · Tags: greedy, math, number theory
[toam's solution](#)

1092.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: math, number theory
[toam's solution](#)

1093.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-12-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[toam's solution](#)

1094.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math, two pointers
[toam's solution](#)

1095.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

1096.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, math
[toam's solution](#)

1097.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[toam's solution](#)

1098.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: math, number theory
[toam's solution](#)

1099.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: implementation, strings
[toam's solution](#)

1100.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
[toam's solution](#)

1101.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

1102.

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: implementation
[toam's solution](#)

1103.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: binary search, dp, two pointers
[toam's solution](#)

1104.

1741E

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Quality: 17,798 global accepts · Rating: 1600 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: dp
[toam's solution](#)

1105.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers
[toam's solution](#)

1106.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: dfs and similar
[toam's solution](#)

1107.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: implementation, strings
[toam's solution](#)

1108.

1730B

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

Quality: 17,262 global accepts · Rating: 1600 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[toam's solution](#)

1109.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-10-01 · last AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

[toam's solution](#)

1110.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[toam's solution](#)

1111.

1475E

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

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[toam's solution](#)

1112.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[toam's solution](#)

1113.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[toam's solution](#)

1114.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: implementation

[toam's solution](#)

1115.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-09-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs

[toam's solution](#)

1116.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation

[toam's solution](#)

1117.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[toam's solution](#)

1118.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[toam's solution](#)

1119.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · PyPy 3 (first AC) · Tags: dfs and similar, dp, trees

[toam's solution](#)

1120.

1352G

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

Quality: 24,804 global accepts · Rating: 1600 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[toam's solution](#)

1121.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: implementation, math

[toam's solution](#)

1122.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[toam's solution](#)

1123.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[toam's solution](#)

1124.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings, trees

[toam's solution](#)

1125.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[toam's solution](#)

1126.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math, two pointers

[toam's solution](#)

1127.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-05 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[toam's solution](#)

1128.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-02-03 · PyPy 3 (first AC) · Tags: dp, greedy

[toam's solution](#)

1129.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[toam's solution](#)

1130.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, sortings

[toam's solution](#)

1131.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy, math
[toam's solution](#)

1132.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · PyPy 3 (first AC) · Tags: math, number theory
[toam's solution](#)

1133.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,470 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-08-01 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[toam's solution](#)

1134.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: math, number theory
[toam's solution](#)

1135.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: math
[toam's solution](#)

1136.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[toam's solution](#)

1137.

2201B

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

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[toam's solution](#)

1138.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp
[toam's solution](#)

1139.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[toam's solution](#)

1140.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[toam's solution](#)

1141.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive
[toam's solution](#)

1142.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math
[toam's solution](#)

1143.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math
[toam's solution](#)

1144.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy
[toam's solution](#)

1145.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 1700 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
[toam's solution](#)

1146.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[toam's solution](#)

1147.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
[toam's solution](#)

1148.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation
[toam's solution](#)

1149.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,448 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[toam's solution](#)

1150.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[toam's solution](#)

1151.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1700 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[toam's solution](#)

1152.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[toam's solution](#)

1153.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[toam's solution](#)

1154.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, shortest paths

[toam's solution](#)

1155.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[toam's solution](#)

1156.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[toam's solution](#)

1157.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[toam's solution](#)

1158.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[toam's solution](#)

1159.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[toam's solution](#)

1160.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1700 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[toam's solution](#)

1161.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[toam's solution](#)

1162.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[toam's solution](#)

1163.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,489 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: data structures, dsu, sortings

[toam's solution](#)

1164.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[toam's solution](#)

1165.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[toam's solution](#)

1166.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: dp, implementation

[toam's solution](#)

1167.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[toam's solution](#)

1168.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[toam's solution](#)

1169.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: brute force, graphs

[toam's solution](#)

1170.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[toam's solution](#)

1171.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[toam's solution](#)

1172.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: greedy, math

[toam's solution](#)

1173.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[toam's solution](#)

1174.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[toam's solution](#)

1175.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[toam's solution](#)

1176.

1879D

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

Quality: 10,494 global accepts · Rating: 1700 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[toam's solution](#)

1177.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[toam's solution](#)

1178.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[toam's solution](#)

1179.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[toam's solution](#)

1180.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-08-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[toam's solution](#)

1181.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[toam's solution](#)

1182.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[toam's solution](#)

1183.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: implementation

[toam's solution](#)

1184.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[toam's solution](#)

1185.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[toam's solution](#)

1186.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory

[toam's solution](#)

1187.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[toam's solution](#)

1188.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: data structures, dp, math

[toam's solution](#)

1189.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: brute force, math

[toam's solution](#)

1190.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: binary search, math

[toam's solution](#)

1191.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[toam's solution](#)

1192.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation

[toam's solution](#)

1193.

1629D

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

Rating: 1700 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: greedy, strings

[toam's solution](#)

1194.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: greedy, strings

[toam's solution](#)

1195.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: games

[toam's solution](#)

1196.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[toam's solution](#)

1197.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[toam's solution](#)

1198.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[toam's solution](#)

1199.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[toam's solution](#)

1200.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[toam's solution](#)

1201.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[toam's solution](#)

1202.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-11-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, probabilities

[toam's solution](#)

1203.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[toam's solution](#)

1204.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-11-25 · last AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, two pointers

[toam's solution](#)

1205.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, graphs

[toam's solution](#)

1206.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[toam's solution](#)

1207.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[toam's solution](#)

1208.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: data structures, greedy, strings

[toam's solution](#)

1209.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-11-01 · last AC: 2022-11-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[toam's solution](#)

1210.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-10-25 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math

[toam's solution](#)

1211.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[toam's solution](#)

1212.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, math

[toam's solution](#)

1213.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: math, number theory

[toam's solution](#)

1214.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: sortings, strings
[toam's solution](#)

1215.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[toam's solution](#)

1216.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[toam's solution](#)

1217.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[toam's solution](#)

1218.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[toam's solution](#)

1219.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory
[toam's solution](#)

1220.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[toam's solution](#)

1221.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2022-09-07 · PyPy 3-64 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[toam's solution](#)

1222.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2022-09-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[toam's solution](#)

1223.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[toam's solution](#)

1224.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[toam's solution](#)

1225.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-09-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[toam's solution](#)

1226.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 1700 · first AC: 2022-08-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation
[toam's solution](#)

1227.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, trees
[toam's solution](#)

1228.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math
[toam's solution](#)

1229.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: geometry, implementation, math
[toam's solution](#)

1230.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-06-21 · PyPy 3 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[toam's solution](#)

1231.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-21 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[toam's solution](#)

1232.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math
[toam's solution](#)

1233.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: graphs, math, number theory, strings
[toam's solution](#)

1234.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2022-05-27 · last AC: 2022-05-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math

[toam's solution](#)

1235.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[toam's solution](#)

1236.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[toam's solution](#)

1237.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[toam's solution](#)

1238.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2022-04-23 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, shortest paths

[toam's solution](#)

1239.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-15 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[toam's solution](#)

1240.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math, strings

[toam's solution](#)

1241.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[toam's solution](#)

1242.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-03-03 · PyPy 3 (first AC) · Tags: dp, sortings

[toam's solution](#)

1243.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · PyPy 3 (first AC) · Tags: data structures, implementation, math

[toam's solution](#)

1244.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-02-16 · PyPy 3 (first AC) · Tags: data structures

[toam's solution](#)

1245.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-02-03 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[toam's solution](#)

1246.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: dfs and similar, interactive, math

[toam's solution](#)

1247.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[toam's solution](#)

1248.

1594D

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

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-08 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[toam's solution](#)

1249.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[toam's solution](#)

1250.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[toam's solution](#)

1251.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[toam's solution](#)

1252.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[toam's solution](#)

1253.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: dp, greedy, trees

[toam's solution](#)

1254.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[toam's solution](#)

1255.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[toam's solution](#)

1256.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[toam's solution](#)

1257.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[toam's solution](#)

1258.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[toam's solution](#)

1259.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[toam's solution](#)

1260.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[toam's solution](#)

1261.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[toam's solution](#)

1262.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[toam's solution](#)

1263.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[toam's solution](#)

1264.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[toam's solution](#)

1265.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[toam's solution](#)

1266.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[toam's solution](#)

1267.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[toam's solution](#)

1268.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, games

[toam's solution](#)

1269.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[toam's solution](#)

1270.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[toam's solution](#)

1271.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[toam's solution](#)

1272.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[toam's solution](#)

1273.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[toam's solution](#)

1274.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[toam's solution](#)

1275.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers
[toam's solution](#)

1276.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[toam's solution](#)

1277.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, strings
[toam's solution](#)

1278.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[toam's solution](#)

1279.

1907F

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1861D

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1718A1

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1851F

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1852A

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652C

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1318.

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1328.

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1611F

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1674F

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1713D

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1333.

1709C

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1635D

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1355.

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1356.

2001D

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1357.

2000F

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1358.

2002D1

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1359.

1991E

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1360.

1991D

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1361.

1994D

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1362.

1980F1

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1363.

1970C3

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1364.

1970B1

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1365.

1970G1

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1366.

388B

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1367.

377B

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1368.

1969D

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1369.

372B

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1370.

367B

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351B

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1373.

343C

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1374.

1906E

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1375.

1922D

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1376.

1921F

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1377.

1895D

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Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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1378.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
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1379.

1914F

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1380.

1878F

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1381.

1882D

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1382.

1718A2

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1834D

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1386.

1821D

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1387.

1819B

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1388.

1801C

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1389.

1369D

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1800F

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1391.

1272E

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1785B

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1393.

1294E

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1394.

1791G2

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1787D

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1207E

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1398.

1311F

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1399.

1328E

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1400.

1759G

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818E

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1749D

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817D

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1404.

808D

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803D

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1406.

803C

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1407.

792D

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1708D

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1409.

1719D2

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1410.

1715D

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1411.

1717D

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702D

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691E

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1414.

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1415.

1746D

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660D

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1739D

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1353E

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1738D

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1360G

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1367E

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1423.

1475G

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1424.

1729F

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1475F

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1426.

1490G

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1427.

1512F

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1428.

1560F1

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1611E2

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1430.

1624G

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1431.

1702G1

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1432.

1701D

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1433.

1714F

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1434.

1697D

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1435.

1689D

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1436.

1650E

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1437.

1651D

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1661D

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1659D

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1656D

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1648C

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1442.

6E

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1644E

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224E

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1445.

1593D2

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1446.

1620E

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1613D

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1448.

1602D

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1449.

1569D

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1450.

1546D

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1451.

1547F

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1452.

1543C

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1453.

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1454.

2178E

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1455.

2165C

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1456.

2138C2

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1457.

2135C

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1458.

2129C2

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1459.

2096D

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1460.

2062E1

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1461.

2063D

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1462.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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1463.

2057D

[Gifts Order](#) · [Tutorial](#)

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1464.

2048E

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1465.

2045B

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1466.

2041M

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1467.

2041C

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Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

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1468.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, trees

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1469.

1988D

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Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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1470.

1987E

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Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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1471.

1984D

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1472.

1970E2

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Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

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1473.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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1474.

383C

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1475.

380C

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Quality: 19,779 global accepts · Rating: 2000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

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1476.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings

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1477.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

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1478.

346B

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Quality: 4,260 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1479.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: math, number theory, trees

[toam's solution](#)

1480.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and

conquer, greedy, hashing, implementation, math, strings

[toam's solution](#)

1481.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[toam's solution](#)

1482.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: hashing, implementation, math, strings

[toam's solution](#)

1483.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[toam's solution](#)

1484.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[toam's solution](#)

1485.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[toam's solution](#)

1486.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[toam's solution](#)

1487.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, sortings

[toam's solution](#)

1488.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-08-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[toam's solution](#)

1489.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[toam's solution](#)

1490.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[toam's solution](#)

1491.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: brute force, math

[toam's solution](#)

1492.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[toam's solution](#)

1493.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers

[toam's solution](#)

1494.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[toam's solution](#)

1495.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 2000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers

[toam's solution](#)

1496.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[toam's solution](#)

1497.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-02-19 · last AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[toam's solution](#)

1498.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[toam's solution](#)

1499.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,863 global accepts · Rating: 2000 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[toam's solution](#)

1500.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: data structures, dp

[toam's solution](#)

1501.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[toam's solution](#)**1502.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[toam's solution](#)**1503.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[toam's solution](#)**1504.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[toam's solution](#)**1505.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[toam's solution](#)**1506.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, number theory

[toam's solution](#)**1507.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: brute force, math

[toam's solution](#)**1508.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[toam's solution](#)**1509.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)**1510.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, trees

[toam's solution](#)

1511.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: dp, graphs
[toam's solution](#)

1512.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, number theory
[toam's solution](#)

1513.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp
[toam's solution](#)

1514.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2022-11-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory
[toam's solution](#)

1515.

1719E

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

Rating: 2000 · first AC: 2022-10-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, number theory
[toam's solution](#)

1516.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,282 global accepts · Rating: 2000 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities
[toam's solution](#)

1517.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp
[toam's solution](#)

1518.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: math, two pointers
[toam's solution](#)

1519.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: brute force, dp
[toam's solution](#)

1520.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[toam's solution](#)

1521.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-09-22 · last AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy, trees
[toam's solution](#)

1522.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, strings
[toam's solution](#)

1523.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · PyPy 3-64 (first AC) · Tags: dp, greedy
[toam's solution](#)

1524.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[toam's solution](#)

1525.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings
[toam's solution](#)

1526.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2022-09-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[toam's solution](#)

1527.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-09-09 · last AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp
[toam's solution](#)

1528.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[toam's solution](#)

1529.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[toam's solution](#)

1530.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive
[toam's solution](#)

1531.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
[toam's solution](#)

1532.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs

[toam's solution](#)

1533.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-09-04 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, trees

[toam's solution](#)

1534.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers

[toam's solution](#)

1535.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[toam's solution](#)

1536.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[toam's solution](#)

1537.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-06-17 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[toam's solution](#)

1538.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, sortings

[toam's solution](#)

1539.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[toam's solution](#)

1540.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-18 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[toam's solution](#)

1541.

1672F1

[Array Shuffling](#) · [Tutorial](#)

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

[toam's solution](#)

1542.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math,

sortings

[toam's solution](#)

1543.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · PyPy 3 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[toam's solution](#)

1544.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · PyPy 3 (first AC) · Tags: dp, greedy, math

[toam's solution](#)

1545.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[toam's solution](#)

1546.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[toam's solution](#)

1547.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[toam's solution](#)

1548.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-01 · PyPy 3 (first AC) · Tags: dfs and similar, graphs

[toam's solution](#)

1549.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[toam's solution](#)

1550.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[toam's solution](#)

1551.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[toam's solution](#)

1552.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[toam's solution](#)

1553.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[toam's solution](#)

1554.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[toam's solution](#)

1555.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[toam's solution](#)

1556.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[toam's solution](#)

1557.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, dp

[toam's solution](#)

1558.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2100 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[toam's solution](#)

1559.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[toam's solution](#)

1560.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[toam's solution](#)

1561.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[toam's solution](#)

1562.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[toam's solution](#)

1563.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

1564.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[toam's solution](#)

1565.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[toam's solution](#)

1566.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[toam's solution](#)

1567.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

[toam's solution](#)

1568.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[toam's solution](#)

1569.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[toam's solution](#)

1570.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: 2-sat, dfs and similar, graphs

[toam's solution](#)

1571.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[toam's solution](#)

1572.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[toam's solution](#)

1573.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[toam's solution](#)

1574.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[toam's solution](#)

1575.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, number theory, trees
[toam's solution](#)

1576.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[toam's solution](#)

1577.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[toam's solution](#)

1578.

1252G

[Performance Review](#) · [Tutorial](#)

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1579.

1252K

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1580.

1930D2

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1581.

1906F

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1582.

1906J

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1583.

1924B

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1584.

1886D

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1585.

1919D

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1586.

1913D

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1587.

1914G1

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1588.

1480D2

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1589.

1876C

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1590.

1486D

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Quality: 9,730 global accepts · Rating: 2100 · first AC: 2023-09-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

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1591.

1868B2

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1592.

1864E

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1593.

1856D

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1594.

1006F

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1595.

1484E

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Rating: 2100 · first AC: 2023-05-04 · PyPy 3-64 (first AC) · Tags: data structures, dp
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1596.

1493D

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1597.

1516D

[Cut](#) · [Tutorial](#)

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1598.

1821E

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1599.

1808D

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Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers
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1600.

1811F

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Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation
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1601.

1811G1

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

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
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1602.

1605D

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1603.

1629F1

[Game on Sum \(Easy Version\) · Tutorial](#)

Rating: 2100 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games

[toam's solution](#)

1604.

1668D

[Optimal Partition · Tutorial](#)

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1605.

1767C

[Count Binary Strings · Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: data structures, dp

[toam's solution](#)

1606.

1418D

[Trash Problem · Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-02-03 · last AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: data structures, implementation

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1607.

1778D

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1608.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

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1609.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[toam's solution](#)

1610.

1296F

[Berland Beauty · Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-01-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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1611.

1790F

[Timofey and Black-White Tree · Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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1612.

1354E

[Graph Coloring · Tutorial](#)

Quality: 3,729 global accepts · Rating: 2100 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs

[toam's solution](#)

1613.

1278D

[Segment Tree · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, trees
[toam's solution](#)

1614.

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2023-01-16 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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1615.

1207F

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1616.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[toam's solution](#)

1617.

1187E

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1618.

1117D

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Quality: 5,217 global accepts · Rating: 2100 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: dp, math, matrices
[toam's solution](#)

1619.

1000E

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

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees
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1620.

990E

[Post Lamps](#) · [Tutorial](#)

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1621.

985E

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Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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1622.

985D

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1623.

954F

[Runner's Problem](#) · [Tutorial](#)

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1624.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, number theory

[toam's solution](#)

1625.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[toam's solution](#)

1626.

1499D

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1627.

1511E

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1628.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[toam's solution](#)

1629.

1343E

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Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[toam's solution](#)

1630.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

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1631.

837D

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Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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1632.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

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1633.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[toam's solution](#)

1634.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, math, number theory, trees
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1635.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
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1636.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar
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1637.

762C

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1638.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
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1639.

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

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1640.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
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1641.

702E

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1642.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
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1643.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-10-12 · last AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, trees
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1644.

1606E

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-10-06 · last AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
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1645.

1598E

[Staircases](#) · [Tutorial](#)

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1646.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

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1647.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[toam's solution](#)

1648.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

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1649.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-09-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

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1650.

1409F

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Quality: 5,121 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: dp, strings

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1651.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: brute force, graphs, shortest paths

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1652.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-09-21 · PyPy 3-64 (first AC) · Tags: dp

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1653.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

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1654.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[toam's solution](#)

1655.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

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1656.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search

[toam's solution](#)

1657.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[toam's solution](#)

1658.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

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1659.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[toam's solution](#)

1660.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[toam's solution](#)

1661.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[toam's solution](#)

1662.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: data structures, sortings, trees, two pointers

[toam's solution](#)

1663.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[toam's solution](#)

1664.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-06-17 · PyPy 3 (first AC) · Tags: data structures, implementation, math, strings

[toam's solution](#)

1665.

1C

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

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: geometry, math

[toam's solution](#)

1666.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[toam's solution](#)

1667.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

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

[toam's solution](#)

1668.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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1669.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[toam's solution](#)

1670.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-26 · PyPy 3 (first AC) · Tags: dp, number theory

[toam's solution](#)

1671.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[toam's solution](#)

1672.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[toam's solution](#)

1673.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[toam's solution](#)

1674.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[toam's solution](#)

1675.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: combinatorics, math, trees

[toam's solution](#)

1676.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[toam's solution](#)

1677.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[toam's solution](#)

1678.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[toam's solution](#)

1679.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[toam's solution](#)

1680.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[toam's solution](#)

1681.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[toam's solution](#)

1682.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[toam's solution](#)

1683.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[toam's solution](#)

1684.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[toam's solution](#)

1685.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[toam's solution](#)

1686.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[toam's solution](#)

1687.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[toam's solution](#)

1688.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[toam's solution](#)

1689.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[toam's solution](#)

1690.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[toam's solution](#)

1691.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[toam's solution](#)

1692.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math

[toam's solution](#)

1693.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[toam's solution](#)

1694.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[toam's solution](#)

1695.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[toam's solution](#)

1696.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[toam's solution](#)

1697.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[toam's solution](#)

1698.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[toam's solution](#)

1699.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[toam's solution](#)

1700.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[toam's solution](#)

1701.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: greedy, two pointers
[toam's solution](#)

1702.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp
[toam's solution](#)

1703.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[toam's solution](#)

1704.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math
[toam's solution](#)

1705.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[toam's solution](#)

1706.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[toam's solution](#)

1707.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[toam's solution](#)

1708.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[toam's solution](#)

1709.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[toam's solution](#)

1710.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[toam's solution](#)

1711.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-09-17 · last AC: 2023-09-17 · PyPy 3-64 (first AC) · Tags: dp, strings, two pointers

[toam's solution](#)

1712.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[toam's solution](#)

1713.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[toam's solution](#)

1714.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[toam's solution](#)

1715.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[toam's solution](#)

1716.

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[toam's solution](#)

1717.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs
[toam's solution](#)

1718.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: combinatorics, trees
[toam's solution](#)

1719.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, implementation
[toam's solution](#)

1720.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[toam's solution](#)

1721.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
[toam's solution](#)

1722.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[toam's solution](#)

1723.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[toam's solution](#)

1724.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[toam's solution](#)

1725.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[toam's solution](#)

1726.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy
[toam's solution](#)

1727.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: data structures, math
[toam's solution](#)

1728.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math
[toam's solution](#)

1729.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-21 · last AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp
[toam's solution](#)

1730.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[toam's solution](#)

1731.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[toam's solution](#)

1732.

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[toam's solution](#)

1733.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, hashing, implementation, trees
[toam's solution](#)

1734.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[toam's solution](#)

1735.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-28 · last AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
[toam's solution](#)

1736.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[toam's solution](#)

1737.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, trees
[toam's solution](#)

1738.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[toam's solution](#)

1739.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[toam's solution](#)

1740.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp
[toam's solution](#)

1741.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[toam's solution](#)

1742.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation
[toam's solution](#)

1743.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[toam's solution](#)

1744.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2023-02-02 · Python 3 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[toam's solution](#)

1745.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2023-01-31 · last AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[toam's solution](#)

1746.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: math, number theory
[toam's solution](#)

1747.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-01-30 · last AC: 2023-01-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[toam's solution](#)

1748.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[toam's solution](#)

1749.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[toam's solution](#)

1750.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: dp, strings

[toam's solution](#)

1751.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer

[toam's solution](#)

1752.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[toam's solution](#)

1753.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-01-22 · last AC: 2023-01-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[toam's solution](#)

1754.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[toam's solution](#)

1755.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[toam's solution](#)

1756.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[toam's solution](#)

1757.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math
[toam's solution](#)

1758.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[toam's solution](#)

1759.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[toam's solution](#)

1760.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-12-23 · last AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, shortest paths
[toam's solution](#)

1761.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, number theory
[toam's solution](#)

1762.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[toam's solution](#)

1763.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 2200 · first AC: 2022-12-16 · PyPy 3-64 (first AC) · Tags: fft, math
[toam's solution](#)

1764.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-12-13 · last AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs
[toam's solution](#)

1765.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-12-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, trees
[toam's solution](#)

1766.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-12-12 · last AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[toam's solution](#)

1767.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-12-12 · last AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, strings

[toam's solution](#)

1768.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: data structures, math

[toam's solution](#)

1769.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: flows

[toam's solution](#)

1770.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[toam's solution](#)

1771.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-11-26 · PyPy 3-64 (first AC) · Tags: greedy

[toam's solution](#)

1772.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2022-11-26 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[toam's solution](#)

1773.

1575G

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Quality: 833 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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1774.

813E

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Quality: 3,116 global accepts · Rating: 2200 · first AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures

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1775.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-10-24 · last AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: math, number theory

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1776.

1736D

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Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

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1777.

691F

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Quality: 1,437 global accepts · Rating: 2200 · first AC: 2022-10-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, number theory
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1778.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-10-17 · last AC: 2022-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities
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1779.

628D

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Quality: 8,283 global accepts · Rating: 2200 · first AC: 2022-10-13 · PyPy 3-64 (first AC) · Tags: dp
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1780.

622E

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Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, sortings, trees
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1781.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: binary search, two pointers
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1782.

616E

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Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-10-11 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
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1783.

612E

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Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
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1784.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · PyPy 3-64 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
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1785.

1730D

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Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings, two pointers
[toam's solution](#)

1786.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-10-03 · PyPy 3-64 (first AC) · Tags: brute force, dp
[toam's solution](#)

1787.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-09-22 · last AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[toam's solution](#)

1788.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-09-11 · last AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[toam's solution](#)

1789.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[toam's solution](#)

1790.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[toam's solution](#)

1791.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-09-07 · PyPy 3-64 (first AC) · Tags: dp

[toam's solution](#)

1792.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[toam's solution](#)

1793.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[toam's solution](#)

1794.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: greedy

[toam's solution](#)

1795.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: data structures, dsu, greedy, sortings

[toam's solution](#)

1796.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

[toam's solution](#)

1797.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-08-07 · last AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, graph

matchings, math

[toam's solution](#)

1798.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2022-07-10 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[toam's solution](#)

1799.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-05-21 · last AC: 2022-05-21 · PyPy 3 (first AC) · Tags: brute force, dp, math, number theory

[toam's solution](#)

1800.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[toam's solution](#)

1801.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[toam's solution](#)

1802.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, strings

[toam's solution](#)

1803.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-24 · PyPy 3 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[toam's solution](#)

1804.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-16 · PyPy 3 (first AC) · Tags: combinatorics, dp, fft, math, number theory

[toam's solution](#)

1805.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[toam's solution](#)

1806.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[toam's solution](#)

1807.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math

[toam's solution](#)

1808.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[toam's solution](#)

1809.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[toam's solution](#)

1810.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[toam's solution](#)

1811.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[toam's solution](#)

1812.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[toam's solution](#)

1813.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[toam's solution](#)

1814.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[toam's solution](#)

1815.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[toam's solution](#)

1816.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)

1817.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, implementation, math, ternary search

[toam's solution](#)

1818.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[toam's solution](#)

1819.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[toam's solution](#)

1820.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings

[toam's solution](#)

1821.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[toam's solution](#)

1822.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[toam's solution](#)

1823.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[toam's solution](#)

1824.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[toam's solution](#)

1825.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[toam's solution](#)

1826.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[toam's solution](#)

1827.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[toam's solution](#)

1828.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[toam's solution](#)

1829.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[toam's solution](#)

1830.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[toam's solution](#)

1831.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: brute force, number theory
[toam's solution](#)

1832.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
[toam's solution](#)

1833.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-04-11 · PyPy 3-64 (first AC) · Tags: graphs, greedy, shortest paths
[toam's solution](#)

1834.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[toam's solution](#)

1835.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[toam's solution](#)

1836.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-04 · last AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[toam's solution](#)

1837.

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
[toam's solution](#)

1838.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[toam's solution](#)

1839.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[toam's solution](#)

1840.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[toam's solution](#)

1841.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-09-12 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[toam's solution](#)

1842.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[toam's solution](#)

1843.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[toam's solution](#)

1844.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[toam's solution](#)

1845.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, number theory

[toam's solution](#)

1846.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2023-05-15 · PyPy 3-64 (first AC) · Tags: data structures, graphs, shortest paths

[toam's solution](#)

1847.

1824B2

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

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

[toam's solution](#)

1848.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math,

sortings

[toam's solution](#)

1849.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[toam's solution](#)

1850.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: geometry, number theory

[toam's solution](#)

1851.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: data structures, dp, matrices

[toam's solution](#)

1852.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math, trees

[toam's solution](#)

1853.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[toam's solution](#)

1854.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: brute force, dp

[toam's solution](#)

1855.

1602E

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

Rating: 2300 · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer

[toam's solution](#)

1856.

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-20 · last AC: 2023-03-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, number theory

[toam's solution](#)

1857.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, games, greedy

[toam's solution](#)

1858.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[toam's solution](#)

1859.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, math
[toam's solution](#)

1860.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[toam's solution](#)

1861.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[toam's solution](#)

1862.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: shortest paths
[toam's solution](#)

1863.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[toam's solution](#)

1864.

1698E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[toam's solution](#)

1865.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy
[toam's solution](#)

1866.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[toam's solution](#)

1867.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[toam's solution](#)

1868.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: data structures, dsu, implementation, trees
[toam's solution](#)

1869.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math
[toam's solution](#)

1870.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy
[toam's solution](#)

1871.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-01-16 · last AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math
[toam's solution](#)

1872.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory
[toam's solution](#)

1873.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math, sortings
[toam's solution](#)

1874.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities
[toam's solution](#)

1875.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
[toam's solution](#)

1876.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[toam's solution](#)

1877.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: math, matrices
[toam's solution](#)

1878.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities
[toam's solution](#)

1879.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures

[toam's solution](#)

1880.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2022-12-28 · last AC: 2022-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[toam's solution](#)

1881.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: combinatorics, strings

[toam's solution](#)

1882.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-12-22 · last AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: data structures, dsu, trees

[toam's solution](#)

1883.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: hashing, strings

[toam's solution](#)

1884.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[toam's solution](#)

1885.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[toam's solution](#)

1886.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[toam's solution](#)

1887.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-12-10 · last AC: 2022-12-10 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[toam's solution](#)

1888.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[toam's solution](#)

1889.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-27 · PyPy 3-64 (first AC) · Tags: data structures, dp, matrices, probabilities

[toam's solution](#)

1890.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, trees
[toam's solution](#)

1891.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-11-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, math
[toam's solution](#)

1892.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: math, number theory
[toam's solution](#)

1893.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[toam's solution](#)

1894.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-11-21 · last AC: 2022-11-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, trees
[toam's solution](#)

1895.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-11-16 · PyPy 3-64 (first AC) · Tags: dp, strings
[toam's solution](#)

1896.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-11-16 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, ternary search
[toam's solution](#)

1897.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-11-14 · PyPy 3-64 (first AC) · Tags: data structures
[toam's solution](#)

1898.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[toam's solution](#)

1899.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-11-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[toam's solution](#)

1900.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[toam's solution](#)

1901.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: dp, trees

[toam's solution](#)

1902.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[toam's solution](#)

1903.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[toam's solution](#)

1904.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2022-10-10 · last AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[toam's solution](#)

1905.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: geometry, sortings

[toam's solution](#)

1906.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-10-10 · last AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[toam's solution](#)

1907.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, two pointers

[toam's solution](#)

1908.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[toam's solution](#)

1909.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2022-09-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, trees

[toam's solution](#)

1910.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2022-09-22 · last AC: 2022-09-22 · PyPy 3 (first AC) · Tags: data structures, dp, graphs, sortings

[toam's solution](#)

1911.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory

[toam's solution](#)

1912.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-09-05 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[toam's solution](#)

1913.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: dp

[toam's solution](#)

1914.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-27 · PyPy 3 (first AC) · Tags: dp, number theory

[toam's solution](#)

1915.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[toam's solution](#)

1916.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[toam's solution](#)

1917.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[toam's solution](#)

1918.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[toam's solution](#)

1919.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · last AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[toam's solution](#)

1920.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[toam's solution](#)

1921.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[toam's solution](#)

1922.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[toam's solution](#)

1923.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[toam's solution](#)

1924.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[toam's solution](#)

1925.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[toam's solution](#)

1926.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
[toam's solution](#)

1927.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[toam's solution](#)

1928.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[toam's solution](#)

1929.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees
[toam's solution](#)

1930.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, trees
[toam's solution](#)

1931.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[toam's solution](#)

1932.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: math, sortings

[toam's solution](#)

1933.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[toam's solution](#)

1934.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[toam's solution](#)

1935.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[toam's solution](#)

1936.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[toam's solution](#)

1937.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[toam's solution](#)

1938.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[toam's solution](#)

1939.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[toam's solution](#)

1940.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar

[toam's solution](#)

1941.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-13 · last AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: graphs

[toam's solution](#)

1942.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[toam's solution](#)

1943.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[toam's solution](#)

1944.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)

1945.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: geometry, math, matrices

[toam's solution](#)

1946.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[toam's solution](#)

1947.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[toam's solution](#)

1948.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-05 · PyPy 3-64 (first AC) · Tags: flows, graphs

[toam's solution](#)

1949.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[toam's solution](#)

1950.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[toam's solution](#)

1951.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[toam's solution](#)

1952.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[toam's solution](#)

1953.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, trees

[toam's solution](#)

1954.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[toam's solution](#)

1955.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[toam's solution](#)

1956.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[toam's solution](#)

1957.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[toam's solution](#)

1958.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[toam's solution](#)

1959.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[toam's solution](#)

1960.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[toam's solution](#)

1961.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math
[toam's solution](#)

1962.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math
[toam's solution](#)

1963.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[toam's solution](#)

1964.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, two pointers
[toam's solution](#)

1965.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math
[toam's solution](#)

1966.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-03-15 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures
[toam's solution](#)

1967.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[toam's solution](#)

1968.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-03-11 · last AC: 2023-03-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[toam's solution](#)

1969.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[toam's solution](#)

1970.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-08 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, math
[toam's solution](#)

1971.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, games
[toam's solution](#)

1972.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: dp, greedy, number theory

[toam's solution](#)

1973.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[toam's solution](#)

1974.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[toam's solution](#)

1975.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[toam's solution](#)

1976.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-02-16 · last AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[toam's solution](#)

1977.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-02-14 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, strings

[toam's solution](#)

1978.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-02-07 · PyPy 3-64 (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[toam's solution](#)

1979.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-02-06 · last AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[toam's solution](#)

1980.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[toam's solution](#)

1981.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[toam's solution](#)

1982.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-02-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, probabilities
[toam's solution](#)

1983.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-01-31 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[toam's solution](#)

1984.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy
[toam's solution](#)

1985.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[toam's solution](#)

1986.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-01-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy
[toam's solution](#)

1987.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings
[toam's solution](#)

1988.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2023-01-16 · PyPy 3-64 (first AC) · Tags: brute force, string suffix structures, strings
[toam's solution](#)

1989.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-01-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[toam's solution](#)

1990.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: data structures, sortings
[toam's solution](#)

1991.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[toam's solution](#)

1992.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2023-01-03 · PyPy 3-64 (first AC) · Tags: dp

[toam's solution](#)

1993.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: divide and conquer, dp, fft

[toam's solution](#)

1994.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: dp

[toam's solution](#)

1995.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2400 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: flows, graphs

[toam's solution](#)

1996.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[toam's solution](#)

1997.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths, trees

[toam's solution](#)

1998.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: fft, geometry, number theory

[toam's solution](#)

1999.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-12-23 · last AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[toam's solution](#)

2000.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2022-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[toam's solution](#)

2001.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-12-22 · last AC: 2022-12-22 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer

[toam's solution](#)

2002.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[toam's solution](#)

2003.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-12-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[toam's solution](#)

2004.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[toam's solution](#)

2005.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation

[toam's solution](#)

2006.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[toam's solution](#)

2007.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-12-15 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, trees

[toam's solution](#)

2008.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[toam's solution](#)

2009.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: dsu, string suffix structures, strings

[toam's solution](#)

2010.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[toam's solution](#)

2011.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-12-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[toam's solution](#)

2012.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[toam's solution](#)

2013.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-12-01 · last AC: 2022-12-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, strings

[toam's solution](#)

2014.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[toam's solution](#)

2015.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, trees

[toam's solution](#)

2016.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-11-28 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[toam's solution](#)

2017.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[toam's solution](#)

2018.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-11-27 · PyPy 3-64 (first AC) · Tags: binary search, dp

[toam's solution](#)

2019.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-11-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[toam's solution](#)

2020.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[toam's solution](#)

2021.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[toam's solution](#)

2022.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-11-22 · last AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: dp, hashing, string suffix structures, strings

[toam's solution](#)

2023.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[toam's solution](#)

2024.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-11-18 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, number theory

[toam's solution](#)

2025.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-11-16 · PyPy 3-64 (first AC) · Tags: binary search, flows, graphs

[toam's solution](#)

2026.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[toam's solution](#)

2027.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[toam's solution](#)

2028.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-10-25 · last AC: 2022-10-25 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[toam's solution](#)

2029.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[toam's solution](#)

2030.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, number theory

[toam's solution](#)

2031.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[toam's solution](#)

2032.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: data structures, dp, math, number theory,

sortings, two pointers

[toam's solution](#)

2033.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: divide and conquer, dp, fft, math

[toam's solution](#)

2034.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[toam's solution](#)

2035.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math

[toam's solution](#)

2036.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, interactive, math

[toam's solution](#)

2037.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[toam's solution](#)

2038.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[toam's solution](#)

2039.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[toam's solution](#)

2040.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[toam's solution](#)

2041.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[toam's solution](#)

2042.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[toam's solution](#)

2043.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[toam's solution](#)

2044.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[toam's solution](#)

2045.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[toam's solution](#)

2046.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[toam's solution](#)

2047.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[toam's solution](#)

2048.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[toam's solution](#)

2049.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[toam's solution](#)

2050.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[toam's solution](#)

2051.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: games, greedy, interactive, sortings

[toam's solution](#)

2052.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[toam's solution](#)

2053.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[toam's solution](#)

2054.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[toam's solution](#)

2055.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[toam's solution](#)

2056.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp

[toam's solution](#)

2057.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[toam's solution](#)

2058.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[toam's solution](#)

2059.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[toam's solution](#)

2060.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[toam's solution](#)

2061.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[toam's solution](#)

2062.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[toam's solution](#)

2063.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[toam's solution](#)

2064.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[toam's solution](#)

2065.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[toam's solution](#)

2066.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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2067.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

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2068.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[toam's solution](#)

2069.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[toam's solution](#)

2070.

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

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2071.

1876D

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Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[toam's solution](#)

2072.

1485E

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Quality: 1,528 global accepts · Rating: 2500 · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[toam's solution](#)

2073.

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-22 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[toam's solution](#)

2074.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[toam's solution](#)

2075.

1854C

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Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[toam's solution](#)

2076.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-10-24 · last AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[toam's solution](#)

2077.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[toam's solution](#)

2078.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-05-04 · last AC: 2023-05-04 · PyPy 3 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[toam's solution](#)

2079.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, games, graphs, math

[toam's solution](#)

2080.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-04-27 · last AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[toam's solution](#)

2081.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)

2082.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[toam's solution](#)

2083.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, string suffix structures, strings
[toam's solution](#)

2084.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[toam's solution](#)

2085.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[toam's solution](#)

2086.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-03-08 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[toam's solution](#)

2087.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-03-07 · last AC: 2023-03-07 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[toam's solution](#)

2088.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, greedy
[toam's solution](#)

2089.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-02-18 · last AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings
[toam's solution](#)

2090.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[toam's solution](#)

2091.

1678F

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

Rating: 2500 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: dp, math
[toam's solution](#)

2092.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[toam's solution](#)

2093.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[toam's solution](#)

2094.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu

[toam's solution](#)

2095.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[toam's solution](#)

2096.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[toam's solution](#)

2097.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-02-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[toam's solution](#)

2098.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-02-02 · last AC: 2023-02-02 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[toam's solution](#)

2099.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, math, trees

[toam's solution](#)

2100.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-01-24 · last AC: 2023-01-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[toam's solution](#)

2101.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, fft

[toam's solution](#)

2102.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[toam's solution](#)

2103.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-01-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[toam's solution](#)

2104.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[toam's solution](#)

2105.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[toam's solution](#)

2106.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[toam's solution](#)

2107.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation

[toam's solution](#)

2108.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[toam's solution](#)

2109.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-12-12 · PyPy 3-64 (first AC) · Tags: flows, graphs, greedy

[toam's solution](#)

2110.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[toam's solution](#)

2111.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[toam's solution](#)

2112.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-11-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[toam's solution](#)

2113.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[toam's solution](#)

2114.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[toam's solution](#)

2115.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-11-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[toam's solution](#)

2116.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[toam's solution](#)

2117.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[toam's solution](#)

2118.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: math, number theory

[toam's solution](#)

2119.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[toam's solution](#)

2120.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: flows, graphs

[toam's solution](#)

2121.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-10-06 · last AC: 2022-10-06 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[toam's solution](#)

2122.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-09-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[toam's solution](#)

2123.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[toam's solution](#)

2124.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[toam's solution](#)

2125.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[toam's solution](#)

2126.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[toam's solution](#)

2127.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[toam's solution](#)

2128.

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: dp, games

[toam's solution](#)

2129.

1257G

[Divisor Set · Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[toam's solution](#)

2130.

2045J

[Xorderable Array · Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[toam's solution](#)

2131.

2004F

[Make a Palindrome · Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, math

[toam's solution](#)

2132.

1994G

[Minecraft · Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[toam's solution](#)

2133.

1987F2

[Interesting Problem \(Hard Version\) · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[toam's solution](#)

2134.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[toam's solution](#)

2135.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[toam's solution](#)

2136.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[toam's solution](#)

2137.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[toam's solution](#)

2138.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[toam's solution](#)

2139.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[toam's solution](#)

2140.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[toam's solution](#)

2141.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, probabilities, trees

[toam's solution](#)

2142.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[toam's solution](#)

2143.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[toam's solution](#)

2144.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math, sortings

[toam's solution](#)

2145.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[toam's solution](#)

2146.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[toam's solution](#)

2147.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, trees

[toam's solution](#)

2148.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-11-19 · last AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[toam's solution](#)

2149.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-07-14 · PyPy 3-64 (first AC) · Tags: math

[toam's solution](#)

2150.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[toam's solution](#)

2151.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[toam's solution](#)

2152.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[toam's solution](#)

2153.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[toam's solution](#)

2154.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[toam's solution](#)

2155.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[toam's solution](#)

2156.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[toam's solution](#)

2157.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-25 · PyPy 3-64 (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[toam's solution](#)

2158.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[toam's solution](#)

2159.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[toam's solution](#)

2160.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,318 global accepts · Rating: 2700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[toam's solution](#)

2161.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[toam's solution](#)

2162.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[toam's solution](#)

2163.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[toam's solution](#)

2164.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[toam's solution](#)

2165.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[toam's solution](#)

2166.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[toam's solution](#)

2167.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-04-25 · last AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[toam's solution](#)

2168.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[toam's solution](#)

2169.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[toam's solution](#)

2170.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[toam's solution](#)

2171.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[toam's solution](#)

2172.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[toam's solution](#)

2173.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[toam's solution](#)

2174.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, math, two pointers
[toam's solution](#)

2175.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[toam's solution](#)

2176.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: data structures, hashing, probabilities
[toam's solution](#)

2177.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-10-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[toam's solution](#)

2178.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[toam's solution](#)

2179.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings
[toam's solution](#)

2180.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[toam's solution](#)

2181.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[toam's solution](#)

2182.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[toam's solution](#)

2183.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
[toam's solution](#)

2184.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[toam's solution](#)

2185.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[toam's solution](#)

2186.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[toam's solution](#)

2187.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[toam's solution](#)

2188.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[toam's solution](#)

2189.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[toam's solution](#)

2190.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[toam's solution](#)

2191.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math, trees

[toam's solution](#)

2192.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: — · first AC: 2026-05-06 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[toam's solution](#)

2193.

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: — · first AC: 2026-05-06 · last AC: 2026-05-06 · PyPy 3-64 (first AC) · Tags: graphs, greedy

[toam's solution](#)

2194.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[toam's solution](#)

2195.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,224 global accepts · Rating: — · first AC: 2026-05-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[toam's solution](#)

2196.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[toam's solution](#)

2197.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[toam's solution](#)

2198.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[toam's solution](#)

2199.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[toam's solution](#)

2200.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[toam's solution](#)

2201.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[toam's solution](#)

2202.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[toam's solution](#)

2203.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[toam's solution](#)

2204.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2205.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2206.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2207.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2208.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2209.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2210.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2211.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2212.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2213.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2214.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2215.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2216.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2217.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2218.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2219.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · last AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2220.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2221.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2222.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2223.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2224.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2225.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2226.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2227.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2228.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2229.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2230.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2231.

105307F

[Portal Maintenance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2232.

105307B

[Emma and the Pixie dust](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2233.

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2234.

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2235.

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2236.

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2237.

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2238.

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2239.

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2240.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2241.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: —
[toam's solution](#)

2242.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2243.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2244.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2245.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2246.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2247.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[toam's solution](#)

2248.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2249.

104849J

[Traveling Salesperson in an Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2250.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2251.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2252.

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2253.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2254.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2255.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2256.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2257.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2258.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2259.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2260.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2261.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2262.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2263.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2264.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[toam's solution](#)

2265.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2266.

104128E

[Color the Tree](#) · [Tutorial](#)

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2267.

104128J

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2269.

104128A

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104128M

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2272.

104128G

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Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2273.

104128I

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2274.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: —

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2275.

104891G

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2276.

104891E

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2277.

104891D

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2278.

104891H

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Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2279.

104891I

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Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2280.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2281.

104891J

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2282.

103102H

[AND = OR](#) · [Tutorial](#)

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2283.

103102D

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2284.

103102A

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Rating: — · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: —
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2285.

103102L

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2286.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: —
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2287.

103102I

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

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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2288.

103102M

[Mistake](#) · [Tutorial](#)

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2289.

103102E

[Divisible by 3](#) · [Tutorial](#)

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2290.

103102B

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2292.

105231E

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2293.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2294.

105231I

[Neuville Circling](#) · [Tutorial](#)

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2295.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

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2296.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2297.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2298.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2299.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2300.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2301.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —

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2302.

105231A

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2303.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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2304.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

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2305.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

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2306.

103470D

[Paimon Sorting](#) · [Tutorial](#)

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2307.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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2308.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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2309.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

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2310.

103470M

[Windblume Festival](#) · [Tutorial](#)

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2311.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

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2312.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

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2313.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · PyPy 3-64 (first AC) · Tags: —

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2314.

103957L

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

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2315.

103957M

[November 11th](#) · [Tutorial](#)

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2316.

103957B

[Business Cycle](#) · [Tutorial](#)

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2317.

103957A

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2318.

103081L

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2319.

103081H

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2320.

103081G

[Decoration](#) · [Tutorial](#)

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2321.

103081I

[Emails](#) · [Tutorial](#)

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2322.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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2323.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: —

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2324.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[toam's solution](#)

2325.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: —

[toam's solution](#)

2326.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: —

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2327.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2328.

103373H

[A Hard Problem](#) · [Tutorial](#)

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2329.

103373F

[Flip](#) · [Tutorial](#)

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2330.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: —

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2331.

103373E

[Eatcoin](#) · [Tutorial](#)

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2332.

103373D

[Drunk Passenger](#) · [Tutorial](#)

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2333.

103373C

[A Sorting Problem](#) · [Tutorial](#)

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2334.

103373B

[Aliquot Sum](#) · [Tutorial](#)

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2335.

103373J

[JavaScript](#) · [Tutorial](#)

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2336.

103373A

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2337.

104619D

[Divide a Convex](#) · [Tutorial](#)

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2338.

104619I

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2339.

104619F

[Finding Bridges](#) · [Tutorial](#)

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2340.

104619H

[Heap Structure](#) · [Tutorial](#)

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2341.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

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2342.

104619E

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2343.

104619B

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2344.

104619L

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

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2345.

104619J

[Java Warriors](#) · [Tutorial](#)

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2346.

104619K

[Kick](#) · [Tutorial](#)

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2347.

104619A

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

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2348.

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[Amazing Tree](#) · [Tutorial](#)

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2349.

103438C

[Werewolves](#) · [Tutorial](#)

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2350.

103438L

[Jason ABC](#) · [Tutorial](#)

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2351.

103438F

[to Pay Respects](#) · [Tutorial](#)

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2352.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · PyPy 3-64 (first AC) · Tags: —

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2353.

103438G

[Max Pair Matching](#) · [Tutorial](#)

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2354.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · PyPy 3-64 (first AC) · Tags: —

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2355.

103438A

[King of String Comparison](#) · [Tutorial](#)

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2356.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · last AC: 2024-06-15 · PyPy 3-64 (first AC) · Tags: —

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2357.

104832I

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

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2358.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · last AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2359.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

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2360.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

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2361.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2362.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: —

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2363.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2364.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

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2365.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: —

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2366.

103443D

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

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2367.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: —

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2368.

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[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

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2369.

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2370.

104849D

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2371.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

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2372.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

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2373.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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2374.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

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2375.

104373G

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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2376.

104373E

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2377.

104373C

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2378.

104373K

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2381.

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2382.

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2383.

104023D

[Sternhalma](#) · [Tutorial](#)

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2384.

104023F

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2385.

104023I

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2386.

104023J

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2387.

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2407.

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2408.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2409.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

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2410.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

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2411.

1952F

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Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force

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2412.

104757G

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2413.

104757B

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2414.

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2415.

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2416.

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2417.

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2418.

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2419.

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