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Unique solved — tobias.glimmerfors

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

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1.

2178A

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2146A

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8.

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1656A

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1450A

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52.

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69.

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81.

1468N

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83.

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89.

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95.

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96.

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99.

1785A

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100.

1770B

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101.

1770A

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102.

1566C

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1567B

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104.

1562B

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105.

1515B

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1450B

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1419D1

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1418A

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1388B

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1374C

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111.

1358B

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1359B

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1359A

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1237A

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1244B

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2146B

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1827A

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122.

1726B

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1685A

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1672C

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1637B

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1392C

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162.

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164.

1339B

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2176C

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2152B

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168.

2146C

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169.

2127B

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2023A

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1889A

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1870C

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1868A

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1776H

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176.

1726C

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177.

1753A1

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1693A

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179.

1667A

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180.

1615B

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181.

1601A

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182.

1556B

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183.

1558A

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1470A

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188.

1420C1

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192.

1372B

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193.

1360E

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194.

1360D

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195.

1371C

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Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[tobias.glimmerfors's solution](#)

196.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

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197.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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198.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[tobias.glimmerfors's solution](#)

199.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: greedy, two pointers

[tobias.glimmerfors's solution](#)

200.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: math, two pointers

[tobias.glimmerfors's solution](#)

201.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[tobias.glimmerfors's solution](#)

202.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[tobias.glimmerfors's solution](#)

203.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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204.

1070D

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Quality: 5,236 global accepts · Rating: 1300 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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205.

1237B

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Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · Python 3 (first AC) · Tags: data structures, sortings, two pointers
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206.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[tobias.glimmerfors's solution](#)

207.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[tobias.glimmerfors's solution](#)

208.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[tobias.glimmerfors's solution](#)

209.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[tobias.glimmerfors's solution](#)

210.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tobias.glimmerfors's solution](#)

211.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tobias.glimmerfors's solution](#)

212.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[tobias.glimmerfors's solution](#)

213.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tobias.glimmerfors's solution](#)

214.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[tobias.glimmerfors's solution](#)

215.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[tobias.glimmerfors's solution](#)

216.

1515C

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

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

[tobias.glimmerfors's solution](#)

217.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,511 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tobias.glimmerfors's solution](#)

218.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[tobias.glimmerfors's solution](#)

219.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[tobias.glimmerfors's solution](#)

220.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[tobias.glimmerfors's solution](#)

221.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tobias.glimmerfors's solution](#)

222.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: greedy
[tobias.glimmerfors's solution](#)

223.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[tobias.glimmerfors's solution](#)

224.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[tobias.glimmerfors's solution](#)

225.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[tobias.glimmerfors's solution](#)

226.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory
[tobias.glimmerfors's solution](#)

227.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tobias.glimmerfors's solution](#)

228.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: implementation, strings
[tobias.glimmerfors's solution](#)

229.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[tobias.glimmerfors's solution](#)

230.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: greedy, strings
[tobias.glimmerfors's solution](#)

231.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[tobias.glimmerfors's solution](#)

232.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[tobias.glimmerfors's solution](#)

233.

1804C

[Pull Your Luck](#) · [Tutorial](#)

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

[tobias.glimmerfors's solution](#)

234.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: binary search, math

[tobias.glimmerfors's solution](#)

235.

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

[tobias.glimmerfors's solution](#)

236.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tobias.glimmerfors's solution](#)

237.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tobias.glimmerfors's solution](#)

238.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[tobias.glimmerfors's solution](#)

239.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tobias.glimmerfors's solution](#)

240.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[tobias.glimmerfors's solution](#)

241.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[tobias.glimmerfors's solution](#)

242.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[tobias.glimmerfors's solution](#)

243.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[tobias.glimmerfors's solution](#)

244.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[tobias.glimmerfors's solution](#)

245.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[tobias.glimmerfors's solution](#)

246.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · PyPy 3 (first AC) · Tags: binary search, combinatorics
[tobias.glimmerfors's solution](#)

247.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[tobias.glimmerfors's solution](#)

248.

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[tobias.glimmerfors's solution](#)

249.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[tobias.glimmerfors's solution](#)

250.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[tobias.glimmerfors's solution](#)

251.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[tobias.glimmerfors's solution](#)

252.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[tobias.glimmerfors's solution](#)

253.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[tobias.glimmerfors's solution](#)

254.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[tobias.glimmerfors's solution](#)

255.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[tobias.glimmerfors's solution](#)

256.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings
[tobias.glimmerfors's solution](#)

257.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[tobias.glimmerfors's solution](#)

258.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tobias.glimmerfors's solution](#)

259.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms
[tobias.glimmerfors's solution](#)

260.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[tobias.glimmerfors's solution](#)

261.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: greedy, math
[tobias.glimmerfors's solution](#)

262.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy

[tobias.glimmerfors's solution](#)

263.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tobias.glimmerfors's solution](#)

264.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tobias.glimmerfors's solution](#)

265.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · Python 3 (first AC) · Tags: combinatorics, math

[tobias.glimmerfors's solution](#)

266.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tobias.glimmerfors's solution](#)

267.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[tobias.glimmerfors's solution](#)

268.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tobias.glimmerfors's solution](#)

269.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tobias.glimmerfors's solution](#)

270.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tobias.glimmerfors's solution](#)

271.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tobias.glimmerfors's solution](#)

272.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[tobias.glimmerfors's solution](#)

273.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[tobias.glimmerfors's solution](#)

274.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[tobias.glimmerfors's solution](#)

275.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[tobias.glimmerfors's solution](#)

276.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[tobias.glimmerfors's solution](#)

277.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[tobias.glimmerfors's solution](#)

278.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[tobias.glimmerfors's solution](#)

279.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tobias.glimmerfors's solution](#)

280.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tobias.glimmerfors's solution](#)

281.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[tobias.glimmerfors's solution](#)

282.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[tobias.glimmerfors's solution](#)

283.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[tobias.glimmerfors's solution](#)

284.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[tobias.glimmerfors's solution](#)

285.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[tobias.glimmerfors's solution](#)

286.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: math
[tobias.glimmerfors's solution](#)

287.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[tobias.glimmerfors's solution](#)

288.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[tobias.glimmerfors's solution](#)

289.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: games, trees
[tobias.glimmerfors's solution](#)

290.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[tobias.glimmerfors's solution](#)

291.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[tobias.glimmerfors's solution](#)

292.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tobias.glimmerfors's solution](#)

293.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[tobias.glimmerfors's solution](#)

294.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: greedy, two pointers
[tobias.glimmerfors's solution](#)

295.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tobias.glimmerfors's solution](#)

296.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[tobias.glimmerfors's solution](#)

297.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[tobias.glimmerfors's solution](#)

298.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[tobias.glimmerfors's solution](#)

299.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[tobias.glimmerfors's solution](#)

300.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[tobias.glimmerfors's solution](#)

301.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[tobias.glimmerfors's solution](#)

302.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[tobias.glimmerfors's solution](#)

303.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[tobias.glimmerfors's solution](#)

304.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tobias.glimmerfors's solution](#)

305.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tobias.glimmerfors's solution](#)

306.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[tobias.glimmerfors's solution](#)

307.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tobias.glimmerfors's solution](#)

308.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tobias.glimmerfors's solution](#)

309.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[tobias.glimmerfors's solution](#)

310.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[tobias.glimmerfors's solution](#)

311.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[tobias.glimmerfors's solution](#)

312.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[tobias.glimmerfors's solution](#)

313.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[tobias.glimmerfors's solution](#)

314.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tobias.glimmerfors's solution](#)

315.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
[tobias.glimmerfors's solution](#)

316.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-27 · PyPy 3 (first AC) · Tags: binary search, sortings
[tobias.glimmerfors's solution](#)

317.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[tobias.glimmerfors's solution](#)

318.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[tobias.glimmerfors's solution](#)

319.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[tobias.glimmerfors's solution](#)

320.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[tobias.glimmerfors's solution](#)

321.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tobias.glimmerfors's solution](#)

322.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[tobias.glimmerfors's solution](#)

323.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[tobias.glimmerfors's solution](#)

324.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[tobias.glimmerfors's solution](#)

325.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tobias.glimmerfors's solution](#)

326.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[tobias.glimmerfors's solution](#)

327.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[tobias.glimmerfors's solution](#)

328.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: binary search, math

[tobias.glimmerfors's solution](#)

329.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[tobias.glimmerfors's solution](#)

330.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[tobias.glimmerfors's solution](#)

331.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[tobias.glimmerfors's solution](#)

332.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[tobias.glimmerfors's solution](#)

333.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

strings, two pointers

[tobias.glimmerfors's solution](#)

334.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tobias.glimmerfors's solution](#)

335.

2127D

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

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tobias.glimmerfors's solution](#)

336.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tobias.glimmerfors's solution](#)

337.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[tobias.glimmerfors's solution](#)

338.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[tobias.glimmerfors's solution](#)

339.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[tobias.glimmerfors's solution](#)

340.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[tobias.glimmerfors's solution](#)

341.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[tobias.glimmerfors's solution](#)

342.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry

[tobias.glimmerfors's solution](#)

343.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tobias.glimmerfors's solution](#)

344.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[tobias.glimmerfors's solution](#)

345.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[tobias.glimmerfors's solution](#)

346.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tobias.glimmerfors's solution](#)

347.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tobias.glimmerfors's solution](#)

348.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[tobias.glimmerfors's solution](#)

349.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[tobias.glimmerfors's solution](#)

350.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[tobias.glimmerfors's solution](#)

351.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[tobias.glimmerfors's solution](#)

352.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1800 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[tobias.glimmerfors's solution](#)

353.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[tobias.glimmerfors's solution](#)

354.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tobias.glimmerfors's solution](#)

355.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[tobias.glimmerfors's solution](#)

356.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tobias.glimmerfors's solution](#)

357.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[tobias.glimmerfors's solution](#)

358.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[tobias.glimmerfors's solution](#)

359.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tobias.glimmerfors's solution](#)

360.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[tobias.glimmerfors's solution](#)

361.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tobias.glimmerfors's solution](#)

362.

1367D

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

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tobias.glimmerfors's solution](#)

363.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[tobias.glimmerfors's solution](#)

364.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees
[tobias.glimmerfors's solution](#)

365.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[tobias.glimmerfors's solution](#)

366.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[tobias.glimmerfors's solution](#)

367.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[tobias.glimmerfors's solution](#)

368.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[tobias.glimmerfors's solution](#)

369.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[tobias.glimmerfors's solution](#)

370.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[tobias.glimmerfors's solution](#)

371.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[tobias.glimmerfors's solution](#)

372.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tobias.glimmerfors's solution](#)

373.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[tobias.glimmerfors's solution](#)

374.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tobias.glimmerfors's solution](#)

375.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tobias.glimmerfors's solution](#)

376.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tobias.glimmerfors's solution](#)

377.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tobias.glimmerfors's solution](#)

378.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · PyPy 3 (first AC) · Tags: combinatorics, math, sortings

[tobias.glimmerfors's solution](#)

379.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[tobias.glimmerfors's solution](#)

380.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[tobias.glimmerfors's solution](#)

381.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tobias.glimmerfors's solution](#)

382.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

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383.

1404B

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1400D

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385.

1383B

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386.

1375D

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387.

1360G

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388.

1371E1

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389.

1251D

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390.

1237C2

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391.

1358D

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392.

1369D

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393.

1367E

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number theory

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394.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[tobias.glimmerfors's solution](#)

395.

1348D

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[tobias.glimmerfors's solution](#)

396.

2178E

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397.

2129C2

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[tobias.glimmerfors's solution](#)

398.

1889C1

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399.

1827B1

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400.

1804D

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

[tobias.glimmerfors's solution](#)

401.

1770D

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Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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402.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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403.

1753C

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404.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[tobias.glimmerfors's solution](#)

405.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[tobias.glimmerfors's solution](#)

406.

1641B

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[tobias.glimmerfors's solution](#)

407.

1566E

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[tobias.glimmerfors's solution](#)

408.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tobias.glimmerfors's solution](#)

409.

1558C

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410.

1525C

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[tobias.glimmerfors's solution](#)

411.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tobias.glimmerfors's solution](#)

412.

1427D

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[tobias.glimmerfors's solution](#)

413.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

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[tobias.glimmerfors's solution](#)

414.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[tobias.glimmerfors's solution](#)

415.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[tobias.glimmerfors's solution](#)

416.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tobias.glimmerfors's solution](#)

417.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[tobias.glimmerfors's solution](#)

418.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[tobias.glimmerfors's solution](#)

419.

1244E

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Quality: 6,402 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[tobias.glimmerfors's solution](#)

420.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[tobias.glimmerfors's solution](#)

421.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tobias.glimmerfors's solution](#)

422.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[tobias.glimmerfors's solution](#)

423.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[tobias.glimmerfors's solution](#)

424.

2161D

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Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[tobias.glimmerfors's solution](#)

425.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tobias.glimmerfors's solution](#)

426.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[tobias.glimmerfors's solution](#)

427.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[tobias.glimmerfors's solution](#)

428.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[tobias.glimmerfors's solution](#)

429.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[tobias.glimmerfors's solution](#)

430.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tobias.glimmerfors's solution](#)

431.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tobias.glimmerfors's solution](#)

432.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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433.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[tobias.glimmerfors's solution](#)

434.

1637E

[Best Pair](#) · [Tutorial](#)

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

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435.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tobias.glimmerfors's solution](#)

436.

1621D

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[tobias.glimmerfors's solution](#)

437.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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438.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

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439.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[tobias.glimmerfors's solution](#)

440.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[tobias.glimmerfors's solution](#)

441.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[tobias.glimmerfors's solution](#)

442.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[tobias.glimmerfors's solution](#)

443.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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444.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[tobias.glimmerfors's solution](#)

445.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tobias.glimmerfors's solution](#)

446.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[tobias.glimmerfors's solution](#)

447.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[tobias.glimmerfors's solution](#)

448.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tobias.glimmerfors's solution](#)

449.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-19 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[tobias.glimmerfors's solution](#)

450.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[tobias.glimmerfors's solution](#)

451.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[tobias.glimmerfors's solution](#)

452.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[tobias.glimmerfors's solution](#)

453.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: binary search, implementation, interactive, math

[tobias.glimmerfors's solution](#)

454.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[tobias.glimmerfors's solution](#)

455.

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

[tobias.glimmerfors's solution](#)

456.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[tobias.glimmerfors's solution](#)

457.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[tobias.glimmerfors's solution](#)

458.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[tobias.glimmerfors's solution](#)

459.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[tobias.glimmerfors's solution](#)

460.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[tobias.glimmerfors's solution](#)

461.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tobias.glimmerfors's solution](#)

462.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[tobias.glimmerfors's solution](#)

463.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[tobias.glimmerfors's solution](#)

464.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
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465.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tobias.glimmerfors's solution](#)

466.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[tobias.glimmerfors's solution](#)

467.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[tobias.glimmerfors's solution](#)

468.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tobias.glimmerfors's solution](#)

469.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[tobias.glimmerfors's solution](#)

470.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[tobias.glimmerfors's solution](#)

471.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[tobias.glimmerfors's solution](#)

472.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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473.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

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474.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[tobias.glimmerfors's solution](#)

475.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tobias.glimmerfors's solution](#)

476.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

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477.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

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478.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

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479.

1468M

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480.

1464C

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Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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481.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[tobias.glimmerfors's solution](#)

482.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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483.

1379D

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Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[tobias.glimmerfors's solution](#)

484.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[tobias.glimmerfors's solution](#)

485.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[tobias.glimmerfors's solution](#)

486.

1236D

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Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-06-28 · Python 3 (first AC) · Tags: brute force, data structures, greedy, implementation

[tobias.glimmerfors's solution](#)

487.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[tobias.glimmerfors's solution](#)

488.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tobias.glimmerfors's solution](#)

489.

1251E1

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Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: data structures, dp, greedy

[tobias.glimmerfors's solution](#)

490.

1244F

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Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tobias.glimmerfors's solution](#)

491.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[tobias.glimmerfors's solution](#)

492.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[tobias.glimmerfors's solution](#)

493.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[tobias.glimmerfors's solution](#)

494.

1868C

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Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[tobias.glimmerfors's solution](#)

495.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tobias.glimmerfors's solution](#)

496.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tobias.glimmerfors's solution](#)

497.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[tobias.glimmerfors's solution](#)

498.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[tobias.glimmerfors's solution](#)

499.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[tobias.glimmerfors's solution](#)

500.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[tobias.glimmerfors's solution](#)

501.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tobias.glimmerfors's solution](#)

502.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tobias.glimmerfors's solution](#)

503.

1374F

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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[tobias.glimmerfors's solution](#)

504.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[tobias.glimmerfors's solution](#)

505.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tobias.glimmerfors's solution](#)

506.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tobias.glimmerfors's solution](#)

507.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tobias.glimmerfors's solution](#)

508.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tobias.glimmerfors's solution](#)

509.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[tobias.glimmerfors's solution](#)

510.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[tobias.glimmerfors's solution](#)

511.

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

[tobias.glimmerfors's solution](#)

512.

2034F1

[Khayyam's Royal Decree \(Easy Version\) · Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[tobias.glimmerfors's solution](#)

513.

1876D

[Lexichromatography · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[tobias.glimmerfors's solution](#)

514.

1776C

[Library game · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: games, greedy, interactive, sortings

[tobias.glimmerfors's solution](#)

515.

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[tobias.glimmerfors's solution](#)

516.

1776I

[Spinach Pizza · Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: games, geometry, greedy, interactive

[tobias.glimmerfors's solution](#)

517.

1779F

[Xorcerer's Stones · Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tobias.glimmerfors's solution](#)

518.

1666E

[Even Split · Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tobias.glimmerfors's solution](#)

519.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tobias.glimmerfors's solution](#)

520.

1470C

[Strange Shuffle · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[tobias.glimmerfors's solution](#)

521.

1468I

[Plane Tiling · Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[tobias.glimmerfors's solution](#)

522.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[tobias.glimmerfors's solution](#)

523.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tobias.glimmerfors's solution](#)

524.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[tobias.glimmerfors's solution](#)

525.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu
[tobias.glimmerfors's solution](#)

526.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[tobias.glimmerfors's solution](#)

527.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[tobias.glimmerfors's solution](#)

528.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[tobias.glimmerfors's solution](#)

529.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[tobias.glimmerfors's solution](#)

530.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, games, interactive, math
[tobias.glimmerfors's solution](#)

531.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[tobias.glimmerfors's solution](#)

532.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[tobias.glimmerfors's solution](#)

533.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[tobias.glimmerfors's solution](#)

534.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math
[tobias.glimmerfors's solution](#)

535.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[tobias.glimmerfors's solution](#)

536.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[tobias.glimmerfors's solution](#)

537.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[tobias.glimmerfors's solution](#)

538.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tobias.glimmerfors's solution](#)

539.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[tobias.glimmerfors's solution](#)

540.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[tobias.glimmerfors's solution](#)

541.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[tobias.glimmerfors's solution](#)

542.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[tobias.glimmerfors's solution](#)

543.

1423D

[Does anyone else hate the wind?](#) · [Tutorial](#)

Quality: 49 global accepts · Rating: 3100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

544.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: flows
[tobias.glimmerfors's solution](#)

545.

104020J

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Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

546.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

547.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

548.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

549.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

550.

104020K

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

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

551.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

552.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

553.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

554.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

555.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

556.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

557.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

558.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

559.

104059C

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

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

560.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

561.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

562.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · PyPy 3-64 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

563.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

564.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

565.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

566.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

567.

104017F

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568.

104017J

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569.

104017A

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570.

103860E

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571.

103860C

[Selection Sort Count](#) · [Tutorial](#)

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572.

103860G

[Integer Game](#) · [Tutorial](#)

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573.

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574.

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575.

103860A

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Rating: — · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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576.

103652J

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Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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577.

103652G

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Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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103652B

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Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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579.

103652E

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Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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580.

103652K

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Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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581.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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582.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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583.

103446L

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

Rating: — · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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584.

103446B

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

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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585.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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586.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: —

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587.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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588.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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589.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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590.

103446D

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

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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591.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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592.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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593.

103439I

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

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tobias.glimmerfors's solution](#)

594.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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595.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tobias.glimmerfors's solution](#)

596.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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597.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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598.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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599.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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600.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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601.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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602.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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603.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

604.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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605.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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606.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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607.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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608.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

609.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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610.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

611.

103373I

[ICPC Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

612.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

613.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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614.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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615.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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616.

103373D

[Drunk Passenger](#) · [Tutorial](#)

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617.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · PyPy 3 (first AC) · Tags: —
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618.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · PyPy 3-64 (first AC) · Tags: —
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619.

103430D

[Max Sum Array](#) · Tutorial

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620.

103430K

[Ice Cream Van](#) · Tutorial

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621.

103430A

[Armor and Weapons](#) · Tutorial

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622.

103430E

[Request Throttling](#) · Tutorial

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623.

103430H

[Messages](#) · Tutorial

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624.

103430I

[Tetris](#) · Tutorial

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625.

103430J

[Bongcloud Opening](#) · Tutorial

Rating: — · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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626.

103430L

[Smash the Trash](#) · Tutorial

Rating: — · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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627.

103430C

[Athletes](#) · Tutorial

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628.

103430F

[X-Magic Pair](#) · Tutorial

Rating: — · first AC: 2021-12-27 · PyPy 3-64 (first AC) · Tags: —
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629.

103430B

[Special Permutation](#) · Tutorial

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —
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630.

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —

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631.

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —

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632.

103430G

[Chat Ban](#) · [Tutorial](#)

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633.

103185A

[Almost Origami](#) · [Tutorial](#)

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634.

103185J

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635.

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636.

103185I

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637.

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638.

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639.

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640.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

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641.

103185L

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103185E

[Excellent Views](#) · Tutorial

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103185D

[Dividing Candy](#) · Tutorial

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645.

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646.

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[Kobolds and Catacombs](#) · Tutorial

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655.

103202G

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656.

103081B

[Rule 110](#) · [Tutorial](#)

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657.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

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658.

103081M

[Fantasmagorie](#) · [Tutorial](#)

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659.

103081H

[Figurines](#) · [Tutorial](#)

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660.

103081G

[Decoration](#) · [Tutorial](#)

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661.

103081F

[Mentors](#) · [Tutorial](#)

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662.

103081L

[Restaurants](#) · [Tutorial](#)

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663.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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664.

103081I

[Emails](#) · [Tutorial](#)

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665.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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666.

103081C

[Safe Distance](#) · [Tutorial](#)

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667.

103081K

[Unique Activities](#) · [Tutorial](#)

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

668.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · PyPy 3 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

669.

102780G

[Hourglass](#) · [Tutorial](#)

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

670.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · PyPy 3 (first AC) · Tags: —
[tobias.glimmerfors's solution](#)

671.

102780I

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

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[tobias.glimmerfors's solution](#)

672.

102780C

[Emoticons](#) · [Tutorial](#)

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

673.

102780D

[Power play](#) · [Tutorial](#)

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

674.

102780K

[Parabolic sorting](#) · [Tutorial](#)

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

675.

102780B

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

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

676.

102780F

[A word game](#) · [Tutorial](#)

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

677.

102780H

[Men's showdown](#) · [Tutorial](#)

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

678.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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679.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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680.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

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681.

102881F

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682.

102881D

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683.

102881C

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684.

102881K

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685.

102881J

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686.

102881B

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687.

102881M

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688.

102881G

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689.

102881L

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690.

102881A

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691.

102881N

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692.

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693.

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696.

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697.

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699.

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702.

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703.

102992H

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706.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · PyPy 3 (first AC) · Tags: —
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707.

102992A

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708.

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710.

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102501I

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723.

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724.

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725.

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726.

102501J

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727.

102501K

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728.

102501H

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729.

102501G

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730.

102501F

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731.

102501C

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732.

102501B

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733.

102201E

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734.

102201H

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735.

102201F

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736.

102201A

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737.

101190B

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738.

101190K

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739.

101190J

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740.

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741.

101190F

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742.

101190H

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743.

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744.

100851C

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745.

100851K

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746.

100851D

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747.

100851B

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748.

100851L

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749.

100851G

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750.

100851F

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751.

100851J

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752.

100851A

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753.

100851E

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754.

100959H

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755.

100959I

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756.

100959D

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757.

100959C

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758.

100959B

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759.

100959L

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100959E

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762.

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763.

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766.

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767.

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768.

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769.

101669A

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770.

101669G

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771.

102916C

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102916N

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775.

102916F

[Exactly One Point](#) · [Tutorial](#)

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776.

102916K

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102916D

[Two Pirates - 2](#) · [Tutorial](#)

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778.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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779.

102916J

[Lost Island](#) · [Tutorial](#)

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780.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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781.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

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782.

102916M

[Binary Search Tree](#) · [Tutorial](#)

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783.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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784.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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785.

102896G

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

Rating: — · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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786.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

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787.

102896M

[Miser](#) · [Tutorial](#)

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788.

102896E

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789.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

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790.

102900F

[Fountains](#) · [Tutorial](#)

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791.

102900H

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792.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

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793.

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102900C

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102900B

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797.

102900M

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102900I

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821.

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823.

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824.

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827.

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828.

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829.

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830.

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831.

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835.

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838.

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839.

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843.

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848.

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849.

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861.

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862.

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863.

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867.

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868.

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102411C

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873.

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887.

101606C

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101606I

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101606J

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890.

102059J

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891.

102059A

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892.

102059D

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893.

102059F

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894.

102059E

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895.

102059L

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896.

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898.

102155G

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900.

102155I

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902.

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904.

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905.

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906.

101873F

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