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# Unique solved — tribute to Ukraine 2022

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Count: 2,323

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1783A  
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1684A  
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1530A  
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1535A  
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1466B  
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1466A  
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1433A

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1409A

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**17.**

1328A

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**18.**

1392B

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**19.**

1392A

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**20.**

1398B

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1398A

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1391A

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1393A

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1399B

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**26.**

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**27.**

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1385B

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1385A

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implementation

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**34.**

1369A

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42.

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43.

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47.

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48.

1325B

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49.

1325A

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50.

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51.

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52.

1311A

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**55.**

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**56.**

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**58.**

1250F

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**60.**

1209A

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**61.**

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**62.**

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**63.**

1176A

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**64.**

1148A

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**66.**

1146A

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**67.**

1108A

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**68.**

1097A

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**69.**

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**70.**

509A

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**71.**

490A

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**72.**

758A

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**73.**

427A

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**74.**

432A

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**75.**

492A

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**76.**

581A

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**77.**

750A

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**78.**

1064A

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**79.**

1056A

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**80.**

732A

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**81.**

1030A

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**82.**

731A

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**83.**

630A

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**84.**

894A

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**85.**

723A

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**86.**

791A

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**87.**

705A

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**88.**

200B

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**89.**

141A

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**90.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**91.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**92.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**93.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**94.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math  
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**95.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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**96.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**97.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**98.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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**99.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**100.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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**101.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**102.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

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**103.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**104.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,812 global accepts · Rating: 800 · first AC: 2016-11-11 · last AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**105.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,915 global accepts · Rating: 800 · first AC: 2017-08-06 · GNU C11 (first AC) · Tags: implementation, strings

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**106.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,809 global accepts · Rating: 800 · first AC: 2017-08-04 · last AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**107.**

155A

[I love %username% · Tutorial](#)

Quality: 93,664 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: brute force  
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**108.**

520A

[Pangram · Tutorial](#)

Quality: 127,528 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation, strings  
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**109.**

119A

[Epic Game · Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation  
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**110.**

268A

[Games · Tutorial](#)

Quality: 104,204 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: brute force  
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**111.**

443A

[Anton and Letters · Tutorial](#)

Quality: 112,049 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: constructive algorithms, implementation  
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**112.**

344A

[Magnets · Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation  
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**113.**

61A

[Ultra-Fast Mathematician · Tutorial](#)

Quality: 136,209 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation  
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**114.**

617A

[Elephant · Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: math  
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**115.**

469A

[I Wanna Be the Guy · Tutorial](#)

Quality: 121,198 global accepts · Rating: 800 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**116.**

144A

[Arrival of the General · Tutorial](#)

Quality: 121,405 global accepts · Rating: 800 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**117.**

837A

[Text Volume · Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**118.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,528 global accepts · Rating: 800 · first AC: 2017-08-01 · last AC: 2017-08-01 · GNU C11 (first AC) · Tags: implementation  
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**119.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,520 global accepts · Rating: 800 · first AC: 2017-07-17 · GNU C11 (first AC) · Tags: implementation, strings  
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**120.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,141 global accepts · Rating: 800 · first AC: 2017-07-15 · GNU C11 (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**121.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,731 global accepts · Rating: 800 · first AC: 2017-07-15 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
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**122.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**123.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,078 global accepts · Rating: 800 · first AC: 2017-07-14 · last AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**124.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
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**125.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**126.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,494 global accepts · Rating: 800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**127.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
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**128.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,988 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**129.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,553 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**130.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,978 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**131.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings  
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**132.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**133.**

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,243 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**134.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**135.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
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**136.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
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**137.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**138.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
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**139.**

746A

[Compute](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**140.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
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**141.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**142.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**143.**

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: brute force, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**144.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: math, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**145.**

233A

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

Quality: 49,149 global accepts · Rating: 800 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**146.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**147.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**148.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: math, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**149.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**150.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**151.**

540A

[Combination Lock](#) · Tutorial

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**152.**

510A

[Fox And Snake](#) · Tutorial

Quality: 105,911 global accepts · Rating: 800 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**153.**

440A

[Forgotten Episode](#) · Tutorial

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**154.**

71A

[Way Too Long Words](#) · Tutorial

Quality: 503,243 global accepts · Rating: 800 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**155.**

1666D

[Deletive Editing](#) · Tutorial

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**156.**

1737A

[Ela Sorting Books](#) · Tutorial

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**157.**

1726A

[Mainak and Array](#) · Tutorial

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**158.**

1609A

[Divide and Multiply](#) · Tutorial

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**159.**

1535B

[Array Reodering](#) · Tutorial

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**160.**

1467A

[Wizard of Orz](#) · Tutorial

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**161.**

1433C

[Dominant Piranha](#) · Tutorial

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**162.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**163.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**164.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**165.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**166.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**167.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**168.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**169.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**170.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**171.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**172.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**173.**

1313A

[Fast Food Restaurant](#) · Tutorial

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**174.**

1295A

[Display The Number](#) · Tutorial

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**175.**

1267B

[Balls of Buma](#) · Tutorial

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**176.**

1283B

[Candies Division](#) · Tutorial

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**177.**

1279A

[New Year Garland](#) · Tutorial

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**178.**

1282A

[Temporarily unavailable](#) · Tutorial

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**179.**

1213A

[Chips Moving](#) · Tutorial

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**180.**

1208A

[XORinacci](#) · Tutorial

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**181.**

1175A

[From Hero to Zero](#) · Tutorial

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**182.**

1089L

[Lazyland](#) · Tutorial

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**183.**

1132B

[Discounts](#) · Tutorial

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**184.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**185.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**186.**

313A

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

Quality: 65,042 global accepts · Rating: 900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**187.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**188.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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**189.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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**190.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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**191.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**192.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**193.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**194.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**195.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: brute force, implementation, math  
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**196.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**197.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**198.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**199.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · last AC: 2017-08-01 · GNU C11 (first AC) · Tags: implementation  
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**200.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2017-07-15 · GNU C11 (first AC) · Tags: strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**201.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**202.**

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**203.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**204.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**205.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**206.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**207.**

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**208.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

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**209.**

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

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**210.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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**211.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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**212.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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**213.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**214.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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**215.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**216.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

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**217.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**218.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**219.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**220.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**221.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**222.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**223.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**224.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**225.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**226.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**227.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**228.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**229.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**230.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
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**231.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**232.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**233.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
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**234.**

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
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**235.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**236.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**237.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**238.**

1090M

[The Pleasant Walk](#) · Tutorial

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**239.**

1073A

[Diverse Substring](#) · Tutorial

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**240.**

805B

[3-palindrome](#) · Tutorial

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**241.**

584A

[Olesya and Rodion](#) · Tutorial

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**242.**

339B

[Xenia and Ringroad](#) · Tutorial

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**243.**

1008B

[Turn the Rectangles](#) · Tutorial

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**244.**

888B

[Buggy Robot](#) · Tutorial

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**245.**

909A

[Generate Login](#) · Tutorial

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**246.**

268B

[Buttons](#) · Tutorial

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**247.**

859B

[Lazy Security Guard](#) · Tutorial

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**248.**

379A

[New Year Candles](#) · Tutorial

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**249.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2016-02-28 · last AC: 2017-08-03 · GNU C++11 (first AC) · Tags: math  
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**250.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2017-07-17 · GNU C11 (first AC) · Tags: combinatorics, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**251.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2017-07-16 · GNU C11 (first AC) · Tags: dfs and similar, graphs, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**252.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2017-07-15 · GNU C11 (first AC) · Tags: brute force, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**253.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**254.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**255.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**256.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · last AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**257.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
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**258.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**259.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**260.**

579A

[Raising Bacteria](#) · Tutorial

Quality: 78,925 global accepts · Rating: 1000 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: bitmasks

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**261.**

109A

[Lucky Sum of Digits](#) · Tutorial

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**262.**

660B

[Seating On Bus](#) · Tutorial

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**263.**

659A

[Round House](#) · Tutorial

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**264.**

230A

[Dragons](#) · Tutorial

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**265.**

359A

[Table](#) · Tutorial

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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**266.**

137B

[Permutation](#) · Tutorial

Quality: 15,039 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: greedy

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**267.**

652B

[z-sort](#) · Tutorial

Quality: 11,809 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**268.**

237A

[Free Cash](#) · Tutorial

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**269.**

626A

[Robot Sequence](#) · Tutorial

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**270.**

622A

[Infinite Sequence](#) · Tutorial

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**271.**

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: implementation, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**272.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**273.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**274.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: brute force, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**275.**

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**276.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**277.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: brute force, number theory  
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**278.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**279.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**280.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**281.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
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**282.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**283.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
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**284.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**285.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**286.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**287.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
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**288.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation  
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**289.**

1360C

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Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
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**290.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
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**291.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
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**292.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**293.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**294.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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**295.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: math

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**296.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**297.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**298.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**299.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**300.**

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**301.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**302.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math

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**303.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**304.**

1070K

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Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**305.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**306.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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**307.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**308.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**309.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**310.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**311.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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**312.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**313.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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**314.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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**315.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**316.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**317.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**318.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: geometry, implementation, math  
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**319.**

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: greedy, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**320.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**321.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**322.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-12-05 · OCaml (first AC) · Tags: brute force  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**323.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**324.**

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**325.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**326.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: implementation, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**327.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**328.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

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**329.**

1433D

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

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**330.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**331.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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**332.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**333.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**334.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**335.**

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

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**336.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**337.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**338.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**339.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
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**340.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
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**341.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
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**342.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
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**343.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**344.**

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
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**345.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**346.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
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**347.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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**348.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**349.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**350.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**351.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**352.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**353.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
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**354.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**355.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**356.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**357.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**358.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**359.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**360.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**361.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**362.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**363.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
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**364.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**365.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**366.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**367.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**368.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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**369.**

960A

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Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**370.**

931B

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Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**371.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**372.**

914B

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**373.**

913B

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**374.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**375.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

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**376.**

412C

[Pattern](#) · [Tutorial](#)

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**377.**

875A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**378.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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**379.**

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-13 · PHP (first AC) · Tags: \*special, constructive algorithms, greedy  
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**380.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**381.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation  
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**382.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: number theory  
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**383.**

660A

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Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
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**384.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
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**385.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, math  
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**386.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers  
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**387.**

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
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**388.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: binary search, implementation  
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**389.**

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: greedy, two pointers

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**390.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**391.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
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**392.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation  
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**393.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: greedy, math  
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**394.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, greedy, strings  
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**395.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings  
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**396.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

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**397.**

285B

[Find Marble](#) · [Tutorial](#)

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**398.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: brute force, implementation  
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**399.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: dfs and similar, implementation  
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**400.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: brute force, implementation, math

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**401.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math  
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**402.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
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**403.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**404.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings  
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**405.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
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**406.**

1422B

[Nice Matrix](#) · [Tutorial](#)

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**407.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory  
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**408.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
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**409.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
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**410.**

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings  
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**411.**

1372B

[Omkar and Last Class of Math](#) · Tutorial

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
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**412.**

1371C

[A Cookie for You](#) · Tutorial

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**413.**

1373C

[Pluses and Minuses](#) · Tutorial

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**414.**

1367C

[Social Distance](#) · Tutorial

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**415.**

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
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**416.**

1366B

[Shuffle](#) · Tutorial

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers  
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**417.**

1365B

[Trouble Sort](#) · Tutorial

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
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**418.**

1360E

[Polygon](#) · Tutorial

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths  
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**419.**

1360D

[Buying Shovels](#) · Tutorial

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**420.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**421.**

1335D

[Anti-Sudoku](#) · Tutorial

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation

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**422.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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**423.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**424.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**425.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**426.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

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**427.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**428.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**429.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**430.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**431.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**432.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
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**433.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2017-02-07 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

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**434.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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**435.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**436.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**437.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**438.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**439.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**440.**

929B

[A&B C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**441.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**442.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,143 global accepts · Rating: 1300 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**443.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**444.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**445.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**446.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**447.**

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**448.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**449.**

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**450.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**451.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**452.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**453.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2017-12-10 · last AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**454.**

889A

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**455.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**456.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2017-08-04 · GNU C11 (first AC) · Tags: brute force

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**457.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**458.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-07-20 · last AC: 2017-07-21 · GNU C11 (first AC) · Tags: graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**459.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

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**460.**

181B

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

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: binary search, brute force

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**461.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**462.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: implementation, number theory, strings

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**463.**

40A

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**464.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings  
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**465.**

633B

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Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory  
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**466.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
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**467.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math  
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**468.**

625C

[K-special Tables](#) · [Tutorial](#)

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**469.**

621B

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**470.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation  
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**471.**

192A

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Quality: 11,565 global accepts · Rating: 1300 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
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**472.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2014-07-27 · last AC: 2015-11-07 · GNU C++ (first AC) · Tags: implementation, sortings  
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**473.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: math  
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**474.**

545D

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**475.**

509B

[Painting Pebbles](#) · [Tutorial](#)

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**476.**

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

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**477.**

1684C

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**478.**

1609C

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**479.**

1535C

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Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
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**480.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
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**481.**

1456A

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Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
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**482.**

1408B

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**483.**

1393B

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**484.**

1380B

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**485.**

1380C

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**486.**

1375C

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**487.**

1374D

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**488.**

1369C

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**489.**

1370C

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1365C

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**491.**

1363B

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**492.**

1348B

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**493.**

1354C1

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**494.**

1332B

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**495.**

1312C

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**496.**

1303B

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**497.**

1285C

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**498.**

1284B

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**499.**

1270C

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**500.**

1279C

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**501.**

1282B1

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**502.**

1266C

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**503.**

1250A

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**504.**

1103A

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**505.**

1097C

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**506.**

1091C

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**507.**

489C

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**508.**

1088C

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**509.**

1046F

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**510.**

1009B

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**511.**

977D

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**512.**

954B

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Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**513.**

612C

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**514.**

505B

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Quality: 14,981 global accepts · Rating: 1400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs  
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**515.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

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**516.**

888C

[K-Dominant Character](#) · [Tutorial](#)

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**517.**

38C

[Blinds](#) · [Tutorial](#)

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**518.**

233B

[Non-square Equation](#) · [Tutorial](#)

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**519.**

757B

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**520.**

679A

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**521.**

26B

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**522.**

641B

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**523.**

120F

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Quality: 4,129 global accepts · Rating: 1400 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: dp, greedy, trees

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**524.**

8B

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**525.**

516A

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Rating: 1400 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

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**526.**

479B

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Quality: 8,429 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy,

implementation, sortings

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**527.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

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**528.**

335A

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**529.**

124B

[Permutations](#) · [Tutorial](#)

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**530.**

538B

[Quasi Binary](#) · [Tutorial](#)

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**531.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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**532.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

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**533.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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**534.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

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**535.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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**536.**

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

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**537.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
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**538.**

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**539.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**540.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
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**541.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math  
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**542.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
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**543.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers  
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**544.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory  
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**545.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
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**546.**

1385D

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Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
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**547.**

1372C

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**548.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**549.**

1368B

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**550.**

1366C

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**551.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math  
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**552.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers  
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**553.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
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**554.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**555.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
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**556.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
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**557.**

1325C

[Ehab and Path-etic MEXs](#) · Tutorial

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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**558.**

1313C1

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**559.**

1307C

[Cow and Message](#) · Tutorial

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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**560.**

1110C

[Meaningless Operations](#) · Tutorial

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**561.**

1283C

[Friends and Gifts](#) · Tutorial

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

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**562.**

1242A

[Tile Painting](#) · Tutorial

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**563.**

1249C2

[Good Numbers \(hard version\)](#) · Tutorial

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

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**564.**

1250H

[Happy Birthday](#) · Tutorial

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-31 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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**565.**

1250L

[Divide The Students](#) · Tutorial

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

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**566.**

1218F

[Workout plan](#) · Tutorial

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**567.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**568.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**569.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

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**570.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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**571.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**572.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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**573.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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**574.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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**575.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**576.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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**577.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
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**578.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
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**579.**

1070F

[Debate](#) · [Tutorial](#)

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**580.**

1070H

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

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**581.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
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**582.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**583.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
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**584.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
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**585.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**586.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings  
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**587.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

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**588.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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**589.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**590.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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**591.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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**592.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

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**593.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**594.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

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**595.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

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**596.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**597.**

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

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**598.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2017-07-14 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**599.**

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-13 · JavaScript (first AC) · Tags: \*special, implementation, sortings

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**600.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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**601.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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**602.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

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**603.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, implementation

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**604.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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**605.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: implementation, math

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**606.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

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**607.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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**608.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

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**609.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dfs and similar  
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**610.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, dsu  
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**611.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: \*special, number theory  
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**612.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
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**613.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: greedy  
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**614.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings  
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**615.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: greedy  
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**616.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: dp, greedy  
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**617.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation  
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**618.**

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers  
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**619.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation

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**620.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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**621.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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**622.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

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**623.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

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**624.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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**625.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

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**626.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

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**627.**

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

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**628.**

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

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**629.**

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**630.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**631.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**632.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

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**633.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

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**634.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

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**635.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**636.**

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

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**637.**

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**638.**

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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**639.**

1334C

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

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**640.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**641.**

1305C

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**642.**

1303C

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**643.**

1295C

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**644.**

1288C

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**645.**

1284C

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**646.**

1282B2

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**647.**

1261B1

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**648.**

1225C

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**649.**

1213D2

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**650.**

1188A1

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**651.**

1175C

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**652.**

1175B

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**653.**

1148B

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**654.**

888D

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**655.**

1086A

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**656.**

1082C

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**657.**

1056D

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**658.**

1056B

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**659.**

1045I

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**660.**

1065C

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**661.**

1071A

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**662.**

1028C

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**663.**

1006E

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**664.**

986A

[Fair](#) · [Tutorial](#)

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**665.**

962D

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**666.**

849C

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**667.**

924B

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**668.**

947B

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**669.**

930B

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**670.**

913C

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**671.**

817C

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brute force, dp, math

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**672.**

847B

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**673.**

878A

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**674.**

231C

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**675.**

837B

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**676.**

825C

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**677.**

825B

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**678.**

830B

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**679.**

171F

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**680.**

691B

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**681.**

305C

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**682.**

231D

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**683.**

731C

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**684.**

243A

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**685.**

674B

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**686.**

246C

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**687.**

659E

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**688.**

323A

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**689.**

232A

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**690.**

71C

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**691.**

660C

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**692.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

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**693.**

559A

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**694.**

616D

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**695.**

617C

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**696.**

135B

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**697.**

235A

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**698.**

150B

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**699.**

375A

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**700.**

626C

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Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

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**701.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: combinatorics, math

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**702.**

154B

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**703.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: dfs and similar

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**704.**

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: math, number theory

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**705.**

606C

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Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —

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**706.**

606B

[Testing Robots](#) · [Tutorial](#)

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**707.**

599C

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**708.**

440B

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Quality: 2,325 global accepts · Rating: 1600 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: greedy, implementation

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**709.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

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**710.**

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: implementation

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**711.**

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-02-01 · GNU C++ (first AC) · Tags: games, math, number theory

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**712.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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**713.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**714.**

1467B

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Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**715.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**716.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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**717.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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**718.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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**719.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**720.**

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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**721.**

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

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**722.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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**723.**

1368D

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

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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**724.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

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**725.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

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**726.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

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**727.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**728.**

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

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**729.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

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**730.**

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

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**731.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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**732.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

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**733.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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**734.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

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**735.**

1312D

[Count the Arrays](#) · Tutorial

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
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**736.**

1314A

[Recommendations](#) · Tutorial

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
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**737.**

1313B

[Different Rules](#) · Tutorial

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**738.**

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings  
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**739.**

1267E

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Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**740.**

1279D

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Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
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**741.**

1268A

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**742.**

1261A

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Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
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**743.**

1239A

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
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**744.**

1237C1

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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy  
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**745.**

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
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**746.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**747.**

1185C2

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**748.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings  
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**749.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
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**750.**

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
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**751.**

1051D

[Bicolorings](#) · [Tutorial](#)

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**752.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive  
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**753.**

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**754.**

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-03-14 · last AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
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**755.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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**756.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings  
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**757.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
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**758.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees  
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**759.**

1056C

[Pick Heroes](#) · [Tutorial](#)

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**760.**

1061C

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Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory  
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**761.**

42B

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Quality: 1,154 global accepts · Rating: 1700 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**762.**

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers  
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**763.**

1019A

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Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
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**764.**

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math  
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**765.**

1009C

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**766.**

1000C

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**767.**

983A

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**768.**

977F

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**769.**

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

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**770.**

924C

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Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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**771.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**772.**

98A

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**773.**

582A

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**774.**

910C

[Minimum Sum](#) · [Tutorial](#)

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**775.**

896A

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**776.**

773A

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Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
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**777.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

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**778.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

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**779.**

590A

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Quality: 4,283 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**780.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2017-08-01 · last AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

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**781.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**782.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

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**783.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

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**784.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

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**785.**

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math, meet-in-the-middle

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**786.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**787.**

159E

[Zebra Tower](#) · [Tutorial](#)

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**788.**

678D

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

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**789.**

131E

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**790.**

82B

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**791.**

305B

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Quality: 2,289 global accepts · Rating: 1700 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: brute force, implementation, math

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**792.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: geometry

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**793.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

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**794.**

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

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**795.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

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**796.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

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**797.**

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: greedy, implementation  
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**798.**

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: data structures, sortings  
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**799.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: dp  
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**800.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, math  
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**801.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**802.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**803.**

622C

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

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**804.**

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings  
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**805.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: implementation, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**806.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities  
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**807.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**808.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

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**809.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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**810.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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**811.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

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**812.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

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**813.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

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**814.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

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**815.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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**816.**

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

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**817.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

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**818.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

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**819.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**820.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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**821.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

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**822.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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**823.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

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**824.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

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**825.**

1367D

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

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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**826.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

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**827.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

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**828.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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**829.**

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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**830.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**831.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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**832.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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**833.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

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**834.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**835.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**836.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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**837.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-08 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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**838.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · last AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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**839.**

1283E

[New Year Parties](#) · [Tutorial](#)

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**840.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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**841.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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**842.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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**843.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**844.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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**845.**

1250J

[The Parade](#) · [Tutorial](#)

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**846.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

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**847.**

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**848.**

1213G

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Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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**849.**

1208C

[Magic Grid](#) · [Tutorial](#)

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**850.**

1196E

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**851.**

1179B

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**852.**

1176D

[Recover it!](#) · [Tutorial](#)

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**853.**

1172A

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**854.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

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**855.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

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**856.**

733C

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**857.**

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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**858.**

1152C

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**859.**

1107D

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**860.**

1090D

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**861.**

1081D

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**862.**

1082D

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**863.**

45J

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**864.**

777D

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**865.**

986B

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**866.**

947C

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**867.**

946D

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**868.**

914C

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**869.**

913D

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**870.**

51C

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**871.**

483B

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**872.**

883K

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**873.**

883H

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**874.**

863C

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**875.**

846F

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**876.**

721C

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**877.**

830A

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**878.**

827B

[High Load](#) · [Tutorial](#)

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**879.**

747D

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**880.**

370C

[Mittens](#) · [Tutorial](#)

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**881.**

174C

[Range Increments](#) · [Tutorial](#)

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**882.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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**883.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

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**884.**

58C

[Trees](#) · [Tutorial](#)

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**885.**

301A

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

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**886.**

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

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**887.**

638C

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Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees

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**888.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2016-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

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**889.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2016-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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**890.**

83B

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**891.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

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**892.**

652D

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Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

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**893.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

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**894.**

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: greedy, strings

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**895.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: implementation, math

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**896.**

222C

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

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

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**897.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: geometry

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**898.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, implementation

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**899.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

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**900.**

610C

[Harmony Analysis](#) · Tutorial

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms  
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**901.**

624C

[Graph and String](#) · Tutorial

Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
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**902.**

600C

[Make Palindrome](#) · Tutorial

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
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**903.**

3C

[Tic-tac-toe](#) · Tutorial

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: brute force, games, implementation  
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**904.**

584D

[Dima and Lisa](#) · Tutorial

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
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**905.**

551B

[ZgukistringZ](#) · Tutorial

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings  
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**906.**

448D

[Multiplication Table](#) · Tutorial

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: binary search, brute force  
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**907.**

432C

[Prime Swaps](#) · Tutorial

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: greedy, sortings  
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**908.**

1707B

[Difference Array](#) · Tutorial

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
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**909.**

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math  
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**910.**

1467C

[Three Bags](#) · Tutorial

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**911.**

1444B

[Divide and Sum](#) · Tutorial

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

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**912.**

1434A

[Perform Easily](#) · Tutorial

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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**913.**

1423B

[Valuable Paper](#) · Tutorial

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

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**914.**

1404B

[Tree Tag](#) · Tutorial

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

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**915.**

448C

[Painting Fence](#) · Tutorial

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-19 · last AC: 2020-08-25 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

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**916.**

1400D

[Zigzags](#) · Tutorial

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**917.**

223B

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**918.**

1328E

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**919.**

1383B

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**920.**

1375D

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sortings

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**921.**

1371E1

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**922.**

1369D

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**923.**

1367E

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**924.**

1365E

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**925.**

1361B

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**926.**

1348D

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**927.**

1358D

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**928.**

1360G

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**929.**

1354D

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**930.**

1353E

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**931.**

1342D

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1305D

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**933.**

1311F

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**934.**

1313C2

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**935.**

1303D

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**936.**

1270D

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**937.**

1242B

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**938.**

1237C2

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**939.**

1220D

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**940.**

1213E

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**941.**

1208D

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1205B

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1178E

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**944.**

1141G

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**945.**

1181C

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**946.**

1172B

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**947.**

1175D

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**948.**

1174D

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**949.**

1141F1

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**950.**

1141F2

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**951.**

1089F

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**952.**

685B

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**953.**

1081E

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**954.**

1055C

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**955.**

1071B

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**956.**

1060D

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**957.**

258B

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**958.**

1000D

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**959.**

149D

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**960.**

965D

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**961.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

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**962.**

959D

[Mahmoud and Ehab and another array construction task](#) · Tutorial

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**963.**

935D

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**964.**

930C

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**965.**

914D

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**966.**

894C

[Marco and GCD Sequence](#) · Tutorial

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**967.**

22D

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**968.**

25D

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**969.**

883G

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**970.**

883I

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**971.**

792D

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**972.**

817D

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**973.**

832D

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**974.**

285D

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**975.**

757C

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**976.**

110D

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**977.**

746E

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**978.**

459E

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**979.**

490D

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**980.**

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: data structures, trees

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**981.**

109C

[Lucky Tree](#) · [Tutorial](#)

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**982.**

660D

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**983.**

353B

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**984.**

229C

[Triangles](#) · [Tutorial](#)

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**985.**

208C

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**986.**

173C

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Quality: 1,112 global accepts · Rating: 1900 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: brute force, dp

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**987.**

67D

[Optical Experiment](#) · [Tutorial](#)

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**988.**

191C

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**989.**

566D

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**990.**

9D

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**991.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

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**992.**

417D

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Quality: 2,915 global accepts · Rating: 1900 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

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**993.**

190D

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**994.**

19B

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Quality: 5,823 global accepts · Rating: 1900 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: dp

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**995.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

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**996.**

111B

[Petya and Divisors](#) · [Tutorial](#)

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**997.**

41E

[3-cycles](#) · [Tutorial](#)

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**998.**

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

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**999.**

420C

[Bug in Code](#) · [Tutorial](#)

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**1000.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: dp

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**1001.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

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**1002.**

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory

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**1003.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-12-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math  
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### 1004.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

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### 1005.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

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### 1006.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

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### 1007.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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### 1008.

1726D

[Edge Split](#) · [Tutorial](#)

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

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### 1009.

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

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### 1010.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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### 1011.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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### 1012.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

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**1013.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

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1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

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1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)**1021.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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**1023.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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**1024.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**1025.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

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**1026.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**1027.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**1028.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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**1029.**

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**1030.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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**1031.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

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**1032.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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**1033.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

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**1034.**

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**1035.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

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**1036.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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**1037.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

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**1038.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**1039.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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**1040.**

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**1041.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: games

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**1042.**

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

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**1043.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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**1044.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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**1045.**

1090K

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

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

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**1046.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**1047.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-12-05 · last AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

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**1048.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

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**1049.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

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**1050.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**1051.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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**1052.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

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**1053.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities  
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### 1054.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
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### 1055.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1056.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
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### 1057.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2018-04-04 · last AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
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### 1058.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
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### 1059.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math  
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### 1060.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
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### 1061.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
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### 1062.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
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### 1063.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities  
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**1064.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

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**1065.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**1066.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

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**1067.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tribute to Ukraine 2022's solution](#)

**1068.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[tribute to Ukraine 2022's solution](#)

**1069.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

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**1070.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

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**1071.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

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**1072.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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**1073.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**1074.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
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**1075.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1076.**

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings  
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**1077.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
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**1078.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, probabilities  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1079.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
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**1080.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1081.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1082.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1083.**

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1084.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1085.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[tribute to Ukraine 2022's solution](#)

**1086.**

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: number theory  
[tribute to Ukraine 2022's solution](#)

**1087.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2016-04-12 · GNU C++11 (first AC) · Tags: brute force, geometry  
[tribute to Ukraine 2022's solution](#)

**1088.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: brute force, dp, number theory  
[tribute to Ukraine 2022's solution](#)

**1089.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: dp  
[tribute to Ukraine 2022's solution](#)

**1090.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[tribute to Ukraine 2022's solution](#)

**1091.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers  
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**1092.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dp  
[tribute to Ukraine 2022's solution](#)

**1093.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**1094.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, math  
[tribute to Ukraine 2022's solution](#)

**1095.**

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

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478D

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33D

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487B

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633D

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15C

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386C

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401D

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**1103.**

461B

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611D

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87C

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615C

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621E

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598E

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**1109.**

509C

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**1110.**

522D

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347D

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**1112.**

1666J

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**1113.**

1684E

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**1114.**

1466F

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1434C

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**1116.**

1433G

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**1117.**

1433F

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**1118.**

1409F

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**1119.**

1392E

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**1120.**

1393D

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1389D

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1372D

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1365F

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**1124.**

1370E

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1367F1

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**1126.**

1364D

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**1127.**

1366E

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1360H

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**1129.**

1355E

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1354E

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1343E

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**1132.**

1333D

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**1133.**

1332E

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**1134.**

1312E

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1322B

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**1136.**

1267K

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**1137.**

1284D

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**1138.**

1278D

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1254B2

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**1140.**

1250C

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**1141.**

1218I

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**1142.**

1213F

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**1143.**

1184A2

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**1144.**

1158C

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**1145.**

1146D

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**1146.**

1098B

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**1147.**

111C

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**1148.**

1056E

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1032E

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336D

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**1151.**

1070E

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**1152.**

1028D

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**1153.**

1006F

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**1154.**

1003E

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**1155.**

1000E

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**1156.**

215E

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**1157.**

178D3

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283C

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### 1159.

955C

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960F

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### 1161.

960D

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936B

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491B

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### 1164.

909D

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### 1165.

895D

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### 1166.

875C

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### 1167.

837D

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Quality: 7,526 global accepts · Rating: 2100 · first AC: 2017-08-03 · last AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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### 1168.

837E

[Vasya's Function](#) · [Tutorial](#)

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**1169.**

827C

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Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
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**1170.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar  
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**1171.**

763B

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry  
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**1172.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
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**1173.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees  
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**1174.**

190E

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Quality: 1,740 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings  
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**1175.**

333D

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Quality: 2,239 global accepts · Rating: 2100 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings  
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**1176.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp  
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**1177.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
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**1178.**

576C

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Quality: 4,179 global accepts · Rating: 2100 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer,

geometry, greedy, sortings

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**1179.**

609E

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Quality: 10,270 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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**1180.**

431D

[Random Task](#) · [Tutorial](#)

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**1181.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

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**1182.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

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**1183.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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**1184.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: data structures, math, number theory

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**1185.**

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: dp, two pointers

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**1186.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

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**1187.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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**1188.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

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**1189.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, number theory  
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**1190.**

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths  
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**1191.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: binary search, math  
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**1192.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: dp, greedy  
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**1193.**

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees  
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**1194.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: combinatorics, dp, math  
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**1195.**

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
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**1196.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation  
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**1197.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
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**1198.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings  
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**1199.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary

search

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**1200.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

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**1201.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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**1202.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**1203.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1204.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

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**1205.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**1206.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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**1207.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

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**1208.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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**1209.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

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**1210.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

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**1211.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

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**1212.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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**1213.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

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**1214.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**1215.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

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**1216.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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**1217.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

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**1218.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**1219.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs,

greedy, shortest paths

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**1220.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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**1221.**

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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**1222.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

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**1223.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**1224.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

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**1225.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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**1226.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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**1227.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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**1228.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

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**1229.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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**1230.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings  
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**1231.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers  
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**1232.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math  
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**1233.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**1234.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
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**1235.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
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**1236.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2018-12-08 · last AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search  
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**1237.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2017-08-05 · last AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers  
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**1238.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
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**1239.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths  
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**1240.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

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**1241.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

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**1242.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

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**1243.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

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**1244.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**1245.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

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**1246.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

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**1247.**

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

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**1248.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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**1249.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

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**1250.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

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**1251.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

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**1252.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

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**1253.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**1254.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2017-08-08 · last AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

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**1255.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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**1256.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**1257.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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**1258.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

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**1259.**

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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**1260.**

765E

[Tree Folding](#) · Tutorial

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

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**1261.**

757D

[Felicity's Big Secret Revealed](#) · Tutorial

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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**1262.**

86D

[Powerful array](#) · Tutorial

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2016-11-12 · last AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1263.**

691F

[Couple Cover](#) · Tutorial

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1264.**

508E

[Arthur and Brackets](#) · Tutorial

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: dp, greedy

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**1265.**

196C

[Paint Tree](#) · Tutorial

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

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**1266.**

45G

[Prime Problem](#) · Tutorial

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1267.**

165E

[Compatible Numbers](#) · Tutorial

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

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**1268.**

11D

[A Simple Task](#) · Tutorial

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

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**1269.**

657B

[Bear and Polynomials](#) · Tutorial

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

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**1270.**

653D

[Delivery Bears](#) · Tutorial

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

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**1271.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

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**1272.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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**1273.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

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**1274.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

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**1275.**

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

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**1276.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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**1277.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: hashing, strings

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**1278.**

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

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**1279.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

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**1280.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

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**1281.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

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**1282.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

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**1283.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-26 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

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**1284.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

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**1285.**

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp

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**1286.**

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory

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**1287.**

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: dp, trees

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**1288.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

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**1289.**

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

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**1290.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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**1291.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

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**1292.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings  
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**1293.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
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**1294.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees  
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**1295.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation  
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**1296.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees  
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**1297.**

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  
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**1298.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
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**1299.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
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**1300.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory  
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**1301.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities  
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**1302.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

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**1303.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

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**1304.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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**1305.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

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**1306.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

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**1307.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

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**1308.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**1309.**

1244F

[Chips](#) · [Tutorial](#)

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

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**1310.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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**1311.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

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## 1312.

1132D

### [Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
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## 1313.

1167F

### [Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-15 · last AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings  
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## 1314.

1132E

### [Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy  
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## 1315.

1182E

### [Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory  
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## 1316.

1139D

### [Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
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## 1317.

111D

### [Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
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## 1318.

1086C

### [Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
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## 1319.

1090E

### [Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
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## 1320.

1093G

### [Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures  
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## 1321.

42D

### [Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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## 1322.

1045C

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

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**1323.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

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**1324.**

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**1325.**

1070J

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

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**1326.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

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**1327.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-25 · last AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

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**1328.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

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**1329.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

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**1330.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

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**1331.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

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**1332.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

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**1333.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
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**1334.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs  
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**1335.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
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**1336.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · last AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
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**1337.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · last AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers  
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**1338.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
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**1339.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**1340.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
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**1341.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2016-12-17 · last AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing  
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**1342.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: binary search, math, number theory  
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**1343.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2016-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
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**1344.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math  
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**1345.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: dp  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1346.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: data structures, sortings, strings  
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**1347.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees  
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**1348.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: dp, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1349.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
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**1350.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy  
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**1351.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: data structures, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1352.**

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: brute force, dsu, graphs, implementation  
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**1353.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1354.**

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1355.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

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**1356.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1357.**

624D

[Array GCD](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1358.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

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**1359.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

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**1360.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

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**1361.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

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**1362.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

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**1363.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

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**1364.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1365.**

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1366.**

1423J

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

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1367.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1368.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

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**1369.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

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**1370.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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**1371.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1372.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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**1373.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

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### 1374.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

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### 1375.

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1376.

1348E

[Phoenix and Berries · Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

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### 1377.

1358E

[Are You Fired? · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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### 1378.

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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### 1379.

1343F

[Restore the Permutation by Sorted Segments · Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

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### 1380.

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1381.

1218D

[Xor Spanning Tree · Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-16 · last AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

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### 1382.

1329C

[Drazil Likes Heap · Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**1383.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
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**1384.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1385.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1386.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs  
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**1387.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
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**1388.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory  
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**1389.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
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**1390.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs  
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**1391.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1392.**

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
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**1393.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

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**1394.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

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**1395.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2019-08-05 · last AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**1396.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-10-03 · last AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

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**1397.**

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

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**1398.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

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**1399.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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**1400.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-06-14 · last AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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**1401.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

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**1402.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · last AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

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**1403.**

1174F

[Ehab and the Big Finale](#) · Tutorial

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · last AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

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**1404.**

1146E

[Hot is Cold](#) · Tutorial

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

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**1405.**

1089M

[Minegraphed](#) · Tutorial

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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**1406.**

1089K

[King Kog's Reception](#) · Tutorial

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**1407.**

1044D

[Deduction Queries](#) · Tutorial

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

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**1408.**

416D

[Population Size](#) · Tutorial

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**1409.**

1061F

[Lost Root](#) · Tutorial

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

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**1410.**

1036F

[Relatively Prime Powers](#) · Tutorial

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

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**1411.**

1055D

[Refactoring](#) · Tutorial

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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**1412.**

601D

[Acyclic Organic Compounds](#) · Tutorial

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

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**1413.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-11-05 · last AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

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**1414.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**1415.**

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

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**1416.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

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**1417.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-19 · last AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

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**1418.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

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**1419.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

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**1420.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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**1421.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2018-05-13 · last AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

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**1422.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

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**1423.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices  
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**1424.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1425.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
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**1426.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
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**1427.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
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**1428.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1429.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1430.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1431.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1432.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings  
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**1433.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2016-03-23 · last AC: 2017-05-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

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**1434.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1435.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1436.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

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**1437.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1438.**

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1439.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

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**1440.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, sortings

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1441.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: divide and conquer

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1442.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1443.**

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: brute force, dp

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**1444.**

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[tribute to Ukraine 2022's solution](#)

**1445.**

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[tribute to Ukraine 2022's solution](#)

**1446.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[tribute to Ukraine 2022's solution](#)

**1447.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[tribute to Ukraine 2022's solution](#)

**1448.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: data structures  
[tribute to Ukraine 2022's solution](#)

**1449.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math  
[tribute to Ukraine 2022's solution](#)

**1450.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[tribute to Ukraine 2022's solution](#)

**1451.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs  
[tribute to Ukraine 2022's solution](#)

**1452.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths  
[tribute to Ukraine 2022's solution](#)

**1453.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
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**1454.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

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**1455.**

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

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**1456.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

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**1457.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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**1458.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1459.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1460.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1461.**

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1462.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

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**1463.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1464.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1465.**

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1466.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1467.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1468.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1469.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-31 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1470.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1471.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1472.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1473.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1474.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**1475.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

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**1476.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-06-15 · last AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1477.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

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**1478.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1479.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

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**1480.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive

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**1481.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1482.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · last AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**1483.**

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1484.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-30 · last AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks,

combinatorics, dp, math, number theory, shortest paths

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1485.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1486.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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**1487.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

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**1488.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1489.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

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**1490.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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**1491.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**1492.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1493.**

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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**1494.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1495.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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**1496.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1497.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1498.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1499.**

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: dp, geometry

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1500.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1501.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1502.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1503.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1504.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: dp, two pointers

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1505.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: dp, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1506.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1507.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-02-09 · GNU C++11 (first AC) · Tags: hashing, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1508.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: data structures, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1509.**

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1510.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1511.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1512.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1513.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1514.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1515.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings  
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**1516.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities  
[tribute to Ukraine 2022's solution](#)

**1517.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices  
[tribute to Ukraine 2022's solution](#)

**1518.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities  
[tribute to Ukraine 2022's solution](#)

**1519.**

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  
[tribute to Ukraine 2022's solution](#)

**1520.**

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math  
[tribute to Ukraine 2022's solution](#)

**1521.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math  
[tribute to Ukraine 2022's solution](#)

**1522.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[tribute to Ukraine 2022's solution](#)

**1523.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[tribute to Ukraine 2022's solution](#)

**1524.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[tribute to Ukraine 2022's solution](#)

**1525.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp  
[tribute to Ukraine 2022's solution](#)

**1526.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-24 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

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**1527.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[tribute to Ukraine 2022's solution](#)

**1528.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tribute to Ukraine 2022's solution](#)

**1529.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[tribute to Ukraine 2022's solution](#)

**1530.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[tribute to Ukraine 2022's solution](#)

**1531.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[tribute to Ukraine 2022's solution](#)

**1532.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

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**1533.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**1534.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[tribute to Ukraine 2022's solution](#)

**1535.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[tribute to Ukraine 2022's solution](#)

**1536.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[tribute to Ukraine 2022's solution](#)

**1537.**

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive  
[tribute to Ukraine 2022's solution](#)

**1538.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[tribute to Ukraine 2022's solution](#)

**1539.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers  
[tribute to Ukraine 2022's solution](#)

**1540.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[tribute to Ukraine 2022's solution](#)

**1541.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[tribute to Ukraine 2022's solution](#)

**1542.**

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-07 · last AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory  
[tribute to Ukraine 2022's solution](#)

**1543.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[tribute to Ukraine 2022's solution](#)

**1544.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: dp, geometry  
[tribute to Ukraine 2022's solution](#)

**1545.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: data structures, greedy  
[tribute to Ukraine 2022's solution](#)

**1546.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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### 1547.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

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### 1548.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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### 1549.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-29 · GNU C++ (first AC) · Tags: data structures, trees

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### 1550.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

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### 1551.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

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### 1552.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-07-10 · last AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

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### 1553.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

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### 1554.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1555.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1556.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[tribute to Ukraine 2022's solution](#)

**1557.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[tribute to Ukraine 2022's solution](#)

**1558.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
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**1559.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[tribute to Ukraine 2022's solution](#)

**1560.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
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**1561.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[tribute to Ukraine 2022's solution](#)

**1562.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[tribute to Ukraine 2022's solution](#)

**1563.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-10-16 · last AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[tribute to Ukraine 2022's solution](#)

**1564.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities  
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**1565.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[tribute to Ukraine 2022's solution](#)

**1566.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

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### 1567.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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### 1568.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[tribute to Ukraine 2022's solution](#)

### 1569.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

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### 1570.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, hashing, implementation

[tribute to Ukraine 2022's solution](#)

### 1571.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[tribute to Ukraine 2022's solution](#)

### 1572.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

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### 1573.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[tribute to Ukraine 2022's solution](#)

### 1574.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

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### 1575.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[tribute to Ukraine 2022's solution](#)

### 1576.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[tribute to Ukraine 2022's solution](#)

**1577.**

982F

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

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-06-09 · last AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tribute to Ukraine 2022's solution](#)

**1578.**

213E

[Two Permutations](#) · Tutorial

Quality: 967 global accepts · Rating: 2700 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[tribute to Ukraine 2022's solution](#)

**1579.**

878C

[Tournament](#) · Tutorial

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[tribute to Ukraine 2022's solution](#)

**1580.**

833C

[Ever-Hungry Krakozyabra](#) · Tutorial

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[tribute to Ukraine 2022's solution](#)

**1581.**

827E

[Rusty String](#) · Tutorial

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · last AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

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**1582.**

778D

[Parquet Re-laying](#) · Tutorial

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**1583.**

1684G

[Euclid Guess](#) · Tutorial

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[tribute to Ukraine 2022's solution](#)

**1584.**

1442D

[Sum](#) · Tutorial

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tribute to Ukraine 2022's solution](#)

**1585.**

1434D

[Roads and Ramen](#) · Tutorial

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[tribute to Ukraine 2022's solution](#)

**1586.**

1404E

[Bricks](#) · Tutorial

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[tribute to Ukraine 2022's solution](#)

**1587.**

1404D

[Game of Pairs](#) · Tutorial

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
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### 1588.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings  
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### 1589.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1590.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1591.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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### 1592.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1593.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1594.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees  
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### 1595.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1596.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1597.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1598.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1599.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1600.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1601.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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### 1602.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · last AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1603.

1071D

[Familiar Operations](#) · [Tutorial](#)

Rating: 2800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1604.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-10-13 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1605.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1606.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1607.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1608.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1609.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1610.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1611.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1612.**

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, geometry, math, sortings  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1613.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
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**1614.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1615.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-11 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1616.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory  
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**1617.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle  
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**1618.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities  
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**1619.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities  
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**1620.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1621.**

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1622.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1623.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2016-02-25 · last AC: 2016-10-25 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1624.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1625.**

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-21 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1626.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1627.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1628.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1629.

1168D

[Anagram Paths](#) · Tutorial

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-11-02 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1630.

1250D

[Conference Problem](#) · Tutorial

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1631.

1181E2

[A Story of One Country \(Hard\)](#) · Tutorial

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1632.

223E

[Planar Graph](#) · Tutorial

Quality: 208 global accepts · Rating: 3000 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: flows, geometry, graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1633.

1666G

[Global Warming](#) · Tutorial

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-11-02 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1634.

418E

[Tricky Password](#) · Tutorial

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-11-05 · last AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1635.

1286D

[LCC](#) · Tutorial

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

### 1636.

1210F1

[Marek and Matching \(easy version\)](#) · Tutorial

Quality: 351 global accepts · Rating: 3100 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

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### 1637.

1261F

[Xor-Set](#) · Tutorial

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

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### 1638.

1250K

[Projectors](#) · Tutorial

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-11-01 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1639.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1640.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1641.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1642.**

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1643.**

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1644.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1645.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1646.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1647.**

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1648.**

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[tribute\\_to\\_Ukraine\\_2022's\\_solution](#)

**1649.**

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1650.**

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1651.**

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1652.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1653.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1654.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1655.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1656.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1657.**

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1658.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-28 · PHP (first AC) · Tags: \*special

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1659.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-28 · PHP (first AC) · Tags: \*special, brute force, games, interactive

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1660.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: \*special, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1661.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: \*special, brute force, schedules

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1662.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-04 · PHP (first AC) · Tags: \*special, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1663.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1664.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1665.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1666.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special

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**1667.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: \*special, constructive algorithms, geometry, math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1668.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1669.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: \*special, constructive algorithms, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1670.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1671.**

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1672.**

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1673.**

103637F

[Function analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1674.**

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1675.**

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1676.**

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1677.**

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1678.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1679.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1680.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1681.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1682.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1683.**

103428H

[city safety](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1684.**

103428C

[Assign or Multiply](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1685.**

103428K

[Tiny Stars](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1686.**

103428E

[CHASE!](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1687.**

103428F

[Stone](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1688.**

103428D

[Period](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1689.**

103428G

[Shinyruo and KFC](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1690.**

103428J

[Circular Billiard Table](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1691.**

103428A

[Goodbye, Ziyin!](#) · Tutorial

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1692.**

102801B

[Team](#) · Tutorial

Rating: — · first AC: 2021-01-07 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1693.**

101239C

[Catering](#) · Tutorial

Rating: — · first AC: 2022-10-09 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1694.**

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1695.**

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1696.**

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1697.**

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1698.**

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1699.**

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1700.**

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1701.**

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1702.**

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1703.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1704.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1705.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1706.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1707.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1708.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1709.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1710.**

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1711.**

101205H

[Room Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1712.**

100299E

[Escape](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1713.**

100299H

[Chain & Co.](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1714.**

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1715.**

100299D

[Subway](#) · [Tutorial](#)

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

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**1716.**

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**1717.**

100299F

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**1718.**

100299K

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**1719.**

100299I

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**1720.**

100299B

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**1721.**

100299C

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**1722.**

100299L

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**1723.**

101239E

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**1724.**

101239I

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**1725.**

101239J

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**1726.**

101239D

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**1727.**

101239F

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**1728.**

101239L

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**1729.**

101239A

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**1730.**

101208B

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**1731.**

101208E

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**1732.**

101208D

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**1733.**

101208J

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**1734.**

101208C

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**1735.**

101208A

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**1736.**

101208H

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**1737.**

101208F

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**1738.**

100624F

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**1739.**

100624B

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**1740.**

100624G

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**1741.**

100624E

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**1742.**

100624D

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**1743.**

100624J

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**1744.**

100624C

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**1745.**

100624I

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**1746.**

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**1747.**

100624H

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**1748.**

101175G

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**1749.**

101175H

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**1750.**

101175C

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**1751.**

101175F

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**1752.**

101175E

[Coffee Central](#) · [Tutorial](#)

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**1753.**

101175K

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**1754.**

103688E

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**1755.**

103688K

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**1756.**

103328I

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**1757.**

103328K

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**1758.**

103328C

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**1759.**

103328J

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**1760.**

103328B

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**1761.**

103328E

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Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1762.**

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-08 · Text (first AC) · Tags: \*special, expression parsing, trees

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**1763.**

102780G

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**1764.**

102780I

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**1765.**

102780E

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**1766.**

102780D

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**1767.**

102780K

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**1768.**

102780C

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**1769.**

102780F

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**1770.**

102780J

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**1771.**

102780A

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**1772.**

102780H

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**1773.**

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**1774.**

102835G

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**1775.**

102835M

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**1776.**

102835B

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**1777.**

102835A

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**1778.**

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**1781.**

102920H

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**1782.**

102920J

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**1783.**

102920E

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**1784.**

102920C

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**1785.**

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**1786.**

103104C

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**1787.**

103104D

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**1788.**

103104I

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**1789.**

103104J

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**1790.**

103104A

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103104F

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**1792.**

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**1794.**

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**1795.**

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**1796.**

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**1797.**

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**1798.**

100513K

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**1799.**

100513B

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**1800.**

100513G

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**1801.**

100513D

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**1802.**

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**1803.**

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**1804.**

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**1805.**

103274D

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**1806.**

103274A

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**1807.**

103274I

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**1808.**

103274H

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**1810.**

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**1811.**

103274J

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**1812.**

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**1814.**

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**1815.**

103274G

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**1816.**

103274L

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**1817.**

103274C

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103145M

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**1825.**

103145C

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**1826.**

103145K

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**1827.**

103145A

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**1828.**

103145I

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**1829.**

103145E

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**1830.**

102870B

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**1831.**

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**1832.**

102870C

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**1833.**

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**1838.**

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**1839.**

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103119L

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**1898.**

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**1900.**

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### 1909.

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### 1910.

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**1916.**

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**1917.**

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**1918.**

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**1919.**

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**1920.**

102881C

[Sort?](#) · Tutorial

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[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1921.**

102881L

[The Expected Square](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1922.**

102881M

[Baby Ehab's Whining Chance](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1923.**

102881K

[Plants Watering](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1924.**

102881J

[ABC](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1925.**

102881B

[Anany in the Army](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1926.**

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1927.**

102881A

[Officer Anany Collecting String Subsequences](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1928.**

102881N

[Baby !Ehab](#) · Tutorial

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1929.**

102801K

[PepperLa's Boast](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1930.**

102801A

[Micro Structure Thread](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1931.**

102801L

[PepperLa's Express](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1932.**

102801H

[PepperLa's String](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1933.**

102801I

[PepperLa's Cram School](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1934.**

102801E

[Liner vectors](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1935.**

102801D

[Fall Guys](#) · Tutorial

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1936.**

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1937.**

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1938.**

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1939.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1940.**

102646C

[Song Optimization](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1941.**

102646B

[Combining Arrays](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1942.**

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1943.**

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1944.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force, dp, strings

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1945.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1946.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, math, number theory

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1947.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1948.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1949.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, bitmasks

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1950.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PHP (first AC) · Tags: \*special

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1951.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1952.**

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1953.**

102394B

[Binary Numbers](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1954.**

102394A

[Artful Paintings](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1955.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1956.**

102394I

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

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1957.**

102394F

[Fixing Banners](#) · [Tutorial](#)

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

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1958.**

102394E

[Exchanging Gifts](#) · Tutorial

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1959.**

102394K

[Keeping Rabbits](#) · Tutorial

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1960.**

102394J

[Justifying the Conjecture](#) · Tutorial

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1961.**

102411L

[Lengths and Periods](#) · Tutorial

Rating: — · first AC: 2020-03-05 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1962.**

102411C

[Cross-Stitch](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1963.**

102411K

[King's Children](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1964.**

102411D

[Double Palindrome](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1965.**

102411J

[Just the Last Digit](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1966.**

102411B

[Bad Treap](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1967.**

102411H

[High Load Database](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1968.**

102411E

[Equidistant](#) · Tutorial

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1969.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1970.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1971.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1972.**

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1973.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1974.**

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1975.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1976.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1977.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1978.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**1979.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1980.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1981.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1982.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1983.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1984.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-11 · last AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1985.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1986.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1987.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1988.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1989.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1990.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1991.

1302A

[Nash equilibrium](#) · Tutorial

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1992.

102452A

[Axis of Symmetry](#) · Tutorial

Rating: — · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1993.

102452E

[Erasing Numbers](#) · Tutorial

Rating: — · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1994.

102452K

[Key Project](#) · Tutorial

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1995.

102452B

[Binary Tree](#) · Tutorial

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1996.

1275C

[#define At0CD0D0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-22 · GNU C11 (first AC) · Tags: \*special

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1997.

102460F

[Miss Sloane](#) · Tutorial

Rating: — · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1998.

102460I

[The Spectrum](#) · Tutorial

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 1999.

102460G

[Optimal Selection](#) · Tutorial

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2000.

102460L

[Largest Quadrilateral](#) · Tutorial

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2001.

102460M

[DivModulo](#) · Tutorial

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2002.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2003.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2004.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2005.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2006.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2007.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2008.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2009.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2010.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2011.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2012.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2013.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2014.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2015.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2016.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2017.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2018.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2019.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2020.

102341L

[Lati@s](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2021.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2022.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2023.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2024.**

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2025.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2026.**

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2027.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2028.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · last AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2029.**

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · last AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2030.**

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2031.**

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2032.**

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2033.**

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2034.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2035.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2036.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2037.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2038.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2039.**

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2040.**

101401C

[Smiley Faces \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2041.**

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2042.**

101401G

[Balloons \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2043.**

101401E

[Roads \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2044.**

101401I

[Data Structures Exam \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2045.**

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2046.**

101401H

[Data Structures Exam \(A\) · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2047.**

101401D

[Roads \(A\) · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2048.**

101401B

[Smiley Faces \(B\) · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2049.**

101401A

[Smiley Faces \(A\) · Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2050.**

102361E

[Escape · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2051.**

102361K

[MUV LUV UNLIMITED · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2052.**

102361G

[Game on Chessboard · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2053.**

102361J

[MUV LUV EXTRA · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2054.**

102361I

[Invoker · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2055.**

102361F

[Forest Program · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2056.**

102361D

[Decimal · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2057.**

102253J

[Journey with Knapsack](#) · Tutorial

Rating: — · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2058.**

102253G

[Gear Up](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2059.**

102253I

[I Curse Myself](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2060.**

102253H

[Hints of sd0061](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2061.**

102253D

[Division Game](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2062.**

102253B

[Balala Power!](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2063.**

102253L

[Limited Permutation](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2064.**

102253F

[Function](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2065.**

102253C

[Colorful Tree](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2066.**

102253A

[Add More Zero](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2067.**

102253K

[KazaQ's Socks](#) · Tutorial

Rating: — · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2068.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2069.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, dp, meet-in-the-middle

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2070.

100402D

[Avoiding Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2071.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2072.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2073.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2074.

102201G

[Good Set](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2075.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2076.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2077.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

## 2078.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2079.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2080.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2081.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2082.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2083.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2084.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2085.

1164U

[The Greatest Possible Value \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2086.

1164S

[Find Distance \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2087.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2088.

1164R

[Divisible by 83 \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2089.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2090.**

1164K

[2018 Integers \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2091.**

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2092.**

1164L

[Queens \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2093.**

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2094.**

1164O

[Greatest Prime Divisor \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2095.**

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2096.**

1164Q

[Surjective Functions \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2097.**

1164P

[Equilateral Triangles \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2098.**

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2099.**

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2100.**

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2101.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2102.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2103.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2104.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2105.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2106.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2107.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2108.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2109.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2110.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

### 2111.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2112.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2113.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2114.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2115.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2116.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2117.**

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · last AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2118.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · last AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2119.**

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2120.**

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2121.**

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2122.**

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2123.**

102055B

[Balance of the Force](#) · Tutorial

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2124.**

102055K

[Mr. Panda and Kakin](#) · Tutorial

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2125.**

102055I

[Cockroaches](#) · Tutorial

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2186.**

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**2187.**

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**2188.**

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**2189.**

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**2190.**

101967H

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**2191.**

101967L

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**2192.**

101967E

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**2193.**

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101505G

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**2226.**

398A

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[Greatest Greatest Common Divisor](#) · Tutorial

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
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**2229.**

undefined100

[A+B](#) · Tutorial

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
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**2230.**

101572A

[Airport Coffee](#) · Tutorial

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2231.**

101572C

[Compass Card Sales](#) · Tutorial

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2232.**

101572E

[Emptying the Baltic](#) · Tutorial

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2233.**

101572G

[Galactic Collegiate Programming Contest · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2234.**

101572D

[Distinctive Character · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2235.**

101572K

[Kayaking Trip · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2236.**

101572I

[Import Spaghetti · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2237.**

101572B

[Best Relay Team · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2238.**

101572J

[Judging Moose · Tutorial](#)

Rating: — · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2239.**

101612D

[Dividing Marbles · Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2240.**

101612F

[Fygon 2.0 · Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2241.**

101612H

[Hidden Supervisors · Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2242.**

101612G

[Grand Test · Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2243.**

101612E

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Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2244.**

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2245.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2246.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2247.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2248.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2249.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2250.**

101650E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2251.**

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2252.**

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2253.**

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2254.**

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2255.**

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2256.**

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2257.**

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2258.**

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2259.**

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2260.**

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2261.**

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2262.**

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2263.**

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2264.**

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2265.**

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2266.**

100609A

[Automated Telephone Exchange](#) · Tutorial

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2267.**

396A

[On Number of Decompositions into Multipliers](#) · Tutorial

Quality: 1,632 global accepts · Rating: — · first AC: 2016-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
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**2268.**

101170A

[Arranging Hat](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2269.**

101170B

[British Menu](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2270.**

101170I

[Iron and Coal](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2271.**

101170E

[Exam Redistribution](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2272.**

101170C

[Careful Ascent](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2273.**

101170F

[Free Weights](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2274.**

101170H

[Hamiltonian Hypercube](#) · Tutorial

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2275.**

101142B

[Boys and Girls](#) · Tutorial

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2276.**

101142I

[Integral Polygons](#) · Tutorial

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2277.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2278.**

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2279.**

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2280.**

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2281.**

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2282.**

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2283.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: dp  
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**2284.**

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2285.**

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2286.**

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2287.**

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

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**2288.**

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2289.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2290.**

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2291.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —  
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**2292.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2293.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2294.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2295.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2296.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2297.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2298.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

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**2299.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —  
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**2300.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2301.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2302.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2303.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2304.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2305.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2306.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2307.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —  
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**2308.**

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: —  
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**2309.**

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: —

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**2310.**

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: —

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**2311.**

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: —

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**2312.**

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: —

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**2313.**

100405B

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

Rating: — · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: —

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**2314.**

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: —

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**2315.**

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

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**2316.**

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

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**2317.**

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2318.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

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**2319.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2320.**

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2321.**

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

[tribute\\_to\\_Ukraine\\_2022's solution](#)

**2322.**

100314D

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: —

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**2323.**

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: —

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