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Unique solved — triple_a

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

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Count: 1,563

1.

2210A

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2.

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3.

2207A

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4.

2208A

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5.

2209A

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6.

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7.

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8.

2039A

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10.

1912L

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11.

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12.

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1870A

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14.

1863A

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15.

1858A

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1855A

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17.

1776A

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19.

1782A

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20.

1779A

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21.

1767B

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24.

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26.

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28.

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29.

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30.

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1146A

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32.

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33.

1656A

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34.

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35.

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36.

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1615A

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38.

1550A

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44.

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45.

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46.

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47.

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48.

1328A

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49.

1311A

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1303A

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56.

1250F

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1209A

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1207A

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1200A

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62.

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64.

1185A

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66.

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69.

919A

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70.

2210B

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71.

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72.

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73.

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74.

1779B

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75.

1696B

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76.

1666D

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77.

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78.

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79.

1543B

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80.

1543A

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1089L

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82.

1468N

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83.

1427A

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84.

1401A

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85.

1055A

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86.

1267B

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87.

1208A

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88.

1204B

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89.

1201A

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90.

1197A

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91.

1187A

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92.

1175A

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93.

975A

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94.

961A

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95.

913A

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96.

2194B

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97.

2057B

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98.

2039B

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99.

1987B

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100.

1916B

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101.

1906A

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102.

1876A

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103.

1858C

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104.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[triple_a's solution](#)

105.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[triple_a's solution](#)

106.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[triple_a's solution](#)

107.

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[triple_a's solution](#)

108.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[triple_a's solution](#)

109.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[triple_a's solution](#)

110.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[triple_a's solution](#)

111.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[triple_a's solution](#)

112.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[triple_a's solution](#)

113.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[triple_a's solution](#)

114.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[triple_a's solution](#)

115.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[triple_a's solution](#)

116.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math
[triple_a's solution](#)

117.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: implementation
[triple_a's solution](#)

118.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: math
[triple_a's solution](#)

119.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[triple_a's solution](#)

120.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

121.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[triple_a's solution](#)

122.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: implementation, math

[triple_a's solution](#)

123.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: math

[triple_a's solution](#)

124.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: geometry, math

[triple_a's solution](#)

125.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation

[triple_a's solution](#)

126.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[triple_a's solution](#)

127.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[triple_a's solution](#)

128.

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[triple_a's solution](#)

129.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: implementation

[triple_a's solution](#)

130.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[triple_a's solution](#)

131.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[triple_a's solution](#)

132.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[triple_a's solution](#)

133.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[triple_a's solution](#)

134.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[triple_a's solution](#)

135.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[triple_a's solution](#)

136.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[triple_a's solution](#)

137.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[triple_a's solution](#)

138.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[triple_a's solution](#)

139.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[triple_a's solution](#)

140.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[triple_a's solution](#)

141.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[triple_a's solution](#)

142.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[triple_a's solution](#)

143.

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
[triple_a's solution](#)

144.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[triple_a's solution](#)

145.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[triple_a's solution](#)

146.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[triple_a's solution](#)

147.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[triple_a's solution](#)

148.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[triple_a's solution](#)

149.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[triple_a's solution](#)

150.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[triple_a's solution](#)

151.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[triple_a's solution](#)

152.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[triple_a's solution](#)

153.

2053B

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

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

[triple_a's solution](#)

154.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[triple_a's solution](#)

155.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[triple_a's solution](#)

156.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[triple_a's solution](#)

157.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[triple_a's solution](#)

158.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[triple_a's solution](#)

159.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[triple_a's solution](#)

160.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[triple_a's solution](#)

161.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[triple_a's solution](#)

162.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[triple_a's solution](#)

163.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[triple_a's solution](#)

164.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[triple_a's solution](#)

165.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[triple_a's solution](#)

166.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[triple_a's solution](#)

167.

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
[triple_a's solution](#)

168.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[triple_a's solution](#)

169.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[triple_a's solution](#)

170.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings
[triple_a's solution](#)

171.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[triple_a's solution](#)

172.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[triple_a's solution](#)

173.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[triple_a's solution](#)

174.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[triple_a's solution](#)

175.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[triple_a's solution](#)

176.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[triple_a's solution](#)

177.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[triple_a's solution](#)

178.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[triple_a's solution](#)

179.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[triple_a's solution](#)

180.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · last AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[triple_a's solution](#)

181.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[triple_a's solution](#)

182.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings
[triple_a's solution](#)

183.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two

pointers

[triple_a's solution](#)

184.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[triple_a's solution](#)

185.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: implementation, trees

[triple_a's solution](#)

186.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[triple_a's solution](#)

187.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[triple_a's solution](#)

188.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[triple_a's solution](#)

189.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[triple_a's solution](#)

190.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[triple_a's solution](#)

191.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[triple_a's solution](#)

192.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[triple_a's solution](#)

193.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[triple_a's solution](#)

194.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[triple_a's solution](#)

195.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[triple_a's solution](#)

196.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[triple_a's solution](#)

197.

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
[triple_a's solution](#)

198.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[triple_a's solution](#)

199.

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
[triple_a's solution](#)

200.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[triple_a's solution](#)

201.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[triple_a's solution](#)

202.

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
[triple_a's solution](#)

203.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[triple_a's solution](#)

204.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[triple_a's solution](#)

205.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[triple_a's solution](#)

206.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[triple_a's solution](#)

207.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, strings
[triple_a's solution](#)

208.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[triple_a's solution](#)

209.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[triple_a's solution](#)

210.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[triple_a's solution](#)

211.

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[triple_a's solution](#)

212.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[triple_a's solution](#)

213.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar
[triple_a's solution](#)

214.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[triple_a's solution](#)

215.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force
[triple_a's solution](#)

216.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: implementation
[triple_a's solution](#)

217.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[triple_a's solution](#)

218.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[triple_a's solution](#)

219.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[triple_a's solution](#)

220.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[triple_a's solution](#)

221.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[triple_a's solution](#)

222.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[triple_a's solution](#)

223.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[triple_a's solution](#)

224.

1696C

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

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

225.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[triple_a's solution](#)

226.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[triple_a's solution](#)

227.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[triple_a's solution](#)

228.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[triple_a's solution](#)

229.

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

[triple_a's solution](#)

230.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[triple_a's solution](#)

231.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[triple_a's solution](#)

232.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[triple_a's solution](#)

233.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-02 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[triple_a's solution](#)

234.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[triple_a's solution](#)

235.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[triple_a's solution](#)

236.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[triple_a's solution](#)

237.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[triple_a's solution](#)

238.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[triple_a's solution](#)

239.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[triple_a's solution](#)

240.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: implementation

[triple_a's solution](#)

241.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[triple_a's solution](#)

242.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, strings

[triple_a's solution](#)

243.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[triple_a's solution](#)

244.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[triple_a's solution](#)

245.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[triple_a's solution](#)

246.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[triple_a's solution](#)

247.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[triple_a's solution](#)

248.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[triple_a's solution](#)

249.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: binary search

[triple_a's solution](#)

250.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[triple_a's solution](#)

251.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[triple_a's solution](#)

252.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[triple_a's solution](#)

253.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[triple_a's solution](#)

254.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[triple_a's solution](#)

255.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[triple_a's solution](#)

256.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[triple_a's solution](#)

257.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[triple_a's solution](#)

258.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[triple_a's solution](#)

259.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[triple_a's solution](#)

260.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[triple_a's solution](#)

261.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[triple_a's solution](#)

262.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[triple_a's solution](#)

263.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[triple_a's solution](#)

264.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[triple_a's solution](#)

265.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[triple_a's solution](#)

266.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[triple_a's solution](#)

267.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[triple_a's solution](#)

268.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[triple_a's solution](#)

269.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[triple_a's solution](#)

270.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[triple_a's solution](#)

271.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[triple_a's solution](#)

272.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[triple_a's solution](#)

273.

1444A

[Division](#) · [Tutorial](#)

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

274.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[triple_a's solution](#)

275.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[triple_a's solution](#)

276.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[triple_a's solution](#)

277.

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
[triple_a's solution](#)

278.

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
[triple_a's solution](#)

279.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[triple_a's solution](#)

280.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[triple_a's solution](#)

281.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[triple_a's solution](#)

282.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[triple_a's solution](#)

283.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings
[triple_a's solution](#)

284.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[triple_a's solution](#)

285.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: math
[triple_a's solution](#)

286.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[triple_a's solution](#)

287.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[triple_a's solution](#)

288.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[triple_a's solution](#)

289.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[triple_a's solution](#)

290.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[triple_a's solution](#)

291.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[triple_a's solution](#)

292.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: greedy, math

[triple_a's solution](#)

293.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[triple_a's solution](#)

294.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[triple_a's solution](#)

295.

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[triple_a's solution](#)

296.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[triple_a's solution](#)

297.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[triple_a's solution](#)

298.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: games

[triple_a's solution](#)

299.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

300.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[triple_a's solution](#)

301.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[triple_a's solution](#)

302.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[triple_a's solution](#)

303.

1677A

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

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

304.

1615C

[Menorah](#) · [Tutorial](#)

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

305.

1610C

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

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

306.

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
[triple_a's solution](#)

307.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[triple_a's solution](#)

308.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[triple_a's solution](#)

309.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[triple_a's solution](#)

310.

1458A

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1342C

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1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
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411.

947C

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Rating: 1800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees
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412.

1442B

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greedy, implementation

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413.

1442A

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Quality: 9,721 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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414.

1042D

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415.

1396B

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Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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416.

1401D

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417.

1381B

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418.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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419.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[triple_a's solution](#)

420.

1327E

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421.

952D

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422.

1299B

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423.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[triple_a's solution](#)

424.

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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425.

1290B

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426.

1286B

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[triple_a's solution](#)

427.

1286A

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[triple_a's solution](#)

428.

1280B

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429.

1267J

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430.

1267L

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[triple_a's solution](#)

431.

1261B2

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Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[triple_a's solution](#)

432.

1254B1

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433.

1250J

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434.

1250B

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Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
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435.

1252H

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[triple_a's solution](#)

436.

1246B

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437.

1129A2

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438.

1208C

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439.

1207D

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Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics
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440.

1191D

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441.

1187C

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442.

1180D

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443.

1173C

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444.

1148D

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445.

939E

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446.

933A

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[triple_a's solution](#)

447.

913D

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[triple_a's solution](#)

448.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[triple_a's solution](#)

449.

2053E

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450.

1949C

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451.

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452.

1912A

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453.

1912D

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454.

1906E

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455.

1887B

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456.

1887A2

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457.

1855C2

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458.

1842D

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459.

1773K

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460.

1773A

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461.

1704D

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462.

1707B

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463.

1696D

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464.

1700D

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465.

1677C

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466.

1120A

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Quality: 1,737 global accepts · Rating: 1900 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
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467.

1147B

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468.

1656D

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469.

1648C

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470.

1601B

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471.

1089F

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1492D

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473.

1479B1

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474.

1444B

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1434A

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476.

1423B

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477.

1404B

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478.

1383B

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479.

1365E

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480.

1361B

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481.

1342D

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482.

1311F

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483.

1303D

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484.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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485.

1074B

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Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees
[triple_a's solution](#)

486.

1078A

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Rating: 1900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths
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487.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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488.

1285D

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489.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
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490.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
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491.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
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492.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
[triple_a's solution](#)

493.

1251D

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494.

1178E

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strings

[triple_a's solution](#)

495.

1237C2

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Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[triple_a's solution](#)

496.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[triple_a's solution](#)

497.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

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498.

1228D

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[triple_a's solution](#)

499.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

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500.

1208D

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501.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[triple_a's solution](#)

502.

1205B

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503.

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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504.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · last AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[triple_a's solution](#)

505.

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

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506.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[triple_a's solution](#)

507.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[triple_a's solution](#)

508.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

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509.

935D

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510.

2181D

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[triple_a's solution](#)

511.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[triple_a's solution](#)

512.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[triple_a's solution](#)

513.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[triple_a's solution](#)

514.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[triple_a's solution](#)

515.

1696E

[Placing Jinas](#) · [Tutorial](#)

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

516.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[triple_a's solution](#)

517.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[triple_a's solution](#)

518.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

519.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[triple_a's solution](#)

520.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: games
[triple_a's solution](#)

521.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[triple_a's solution](#)

522.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[triple_a's solution](#)

523.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[triple_a's solution](#)

524.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[triple_a's solution](#)

525.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[triple_a's solution](#)

526.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[triple_a's solution](#)

527.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[triple_a's solution](#)

528.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp
[triple_a's solution](#)

529.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[triple_a's solution](#)

530.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 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
[triple_a's solution](#)

531.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[triple_a's solution](#)

532.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[triple_a's solution](#)

533.

1359D

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

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

534.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[triple_a's solution](#)

535.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[triple_a's solution](#)

536.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[triple_a's solution](#)

537.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[triple_a's solution](#)

538.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-22 · last AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[triple_a's solution](#)

539.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[triple_a's solution](#)

540.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[triple_a's solution](#)

541.

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

[triple_a's solution](#)

542.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[triple_a's solution](#)

543.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[triple_a's solution](#)

544.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[triple_a's solution](#)

545.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[triple_a's solution](#)

546.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-18 · last AC: 2019-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[triple_a's solution](#)

547.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dp, two pointers
[triple_a's solution](#)

548.

1229B

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

Rating: 2000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[triple_a's solution](#)

549.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[triple_a's solution](#)

550.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[triple_a's solution](#)

551.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[triple_a's solution](#)

552.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[triple_a's solution](#)

553.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms
[triple_a's solution](#)

554.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[triple_a's solution](#)

555.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-15 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[triple_a's solution](#)

556.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[triple_a's solution](#)

557.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[triple_a's solution](#)

558.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[triple_a's solution](#)

559.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[triple_a's solution](#)

560.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[triple_a's solution](#)

561.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: math

[triple_a's solution](#)

562.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[triple_a's solution](#)

563.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[triple_a's solution](#)

564.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[triple_a's solution](#)

565.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

566.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[triple_a's solution](#)

567.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[triple_a's solution](#)

568.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[triple_a's solution](#)

569.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[triple_a's solution](#)

570.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[triple_a's solution](#)

571.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[triple_a's solution](#)

572.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[triple_a's solution](#)

573.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[triple_a's solution](#)

574.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

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

[triple_a's solution](#)

575.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[triple_a's solution](#)

576.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
[triple_a's solution](#)

577.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[triple_a's solution](#)

578.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[triple_a's solution](#)

579.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[triple_a's solution](#)

580.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[triple_a's solution](#)

581.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[triple_a's solution](#)

582.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[triple_a's solution](#)

583.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[triple_a's solution](#)

584.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[triple_a's solution](#)

585.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[triple_a's solution](#)

586.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[triple_a's solution](#)

587.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[triple_a's solution](#)

588.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[triple_a's solution](#)

589.

1464B

[Grime Zoo](#) · [Tutorial](#)

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

590.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[triple_a's solution](#)

591.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[triple_a's solution](#)

592.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[triple_a's solution](#)

593.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[triple_a's solution](#)

594.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · last AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[triple_a's solution](#)

595.

1365F

[Swaps Again](#) · [Tutorial](#)

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

implementation, sortings

[triple_a's solution](#)

596.

1363D

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

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[triple_a's solution](#)

597.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[triple_a's solution](#)

598.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[triple_a's solution](#)

599.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[triple_a's solution](#)

600.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[triple_a's solution](#)

601.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[triple_a's solution](#)

602.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[triple_a's solution](#)

603.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[triple_a's solution](#)

604.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: combinatorics, math

[triple_a's solution](#)

605.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[triple_a's solution](#)

606.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-11-02 · last AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[triple_a's solution](#)

607.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: data structures

[triple_a's solution](#)

608.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures

[triple_a's solution](#)

609.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[triple_a's solution](#)

610.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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611.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[triple_a's solution](#)

612.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

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613.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy

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614.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

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615.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[triple_a's solution](#)

616.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[triple_a's solution](#)

617.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[triple_a's solution](#)

618.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: brute force, implementation, trees
[triple_a's solution](#)

619.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, games, graphs
[triple_a's solution](#)

620.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
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621.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[triple_a's solution](#)

622.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[triple_a's solution](#)

623.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[triple_a's solution](#)

624.

1938E

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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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625.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[triple_a's solution](#)

626.

1906H

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Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[triple_a's solution](#)

627.

1858D

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Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[triple_a's solution](#)

628.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[triple_a's solution](#)

629.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[triple_a's solution](#)

630.

1773B

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Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[triple_a's solution](#)

631.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[triple_a's solution](#)

632.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[triple_a's solution](#)

633.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[triple_a's solution](#)

634.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[triple_a's solution](#)

635.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[triple_a's solution](#)

636.

1666F

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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[triple_a's solution](#)

637.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[triple_a's solution](#)

638.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[triple_a's solution](#)

639.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[triple_a's solution](#)

640.

1641C

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

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641.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[triple_a's solution](#)

642.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[triple_a's solution](#)

643.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[triple_a's solution](#)

644.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[triple_a's solution](#)

645.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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646.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[triple_a's solution](#)

647.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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648.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[triple_a's solution](#)

649.

1486E

[Paired Payment](#) · [Tutorial](#)

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[triple_a's solution](#)

650.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[triple_a's solution](#)

651.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[triple_a's solution](#)

652.

1428E

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[triple_a's solution](#)

653.

1158B

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Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[triple_a's solution](#)

654.

1338C

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Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

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655.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[triple_a's solution](#)

656.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

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657.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

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658.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[triple_a's solution](#)

659.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[triple_a's solution](#)

660.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

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661.

1261C

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662.

1253E

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Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[triple_a's solution](#)

663.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

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664.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: graphs

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665.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: greedy, two pointers

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666.

1246C

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Rating: 2200 · first AC: 2019-10-27 · last AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, dp

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667.

1140E

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668.

1238F

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669.

1238E

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Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: bitmasks, dp
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670.

1215E

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671.

1208E

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672.

1153E

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Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive
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673.

1180E

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Rating: 2200 · first AC: 2019-06-22 · last AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
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674.

1181D

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Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
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675.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[triple_a's solution](#)

676.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dp
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677.

932D

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Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-22 · GNU C++11 (first AC) · Tags: binary search, dp, trees
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678.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: dp

[triple_a's solution](#)

679.

920G

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[triple_a's solution](#)

680.

2181J

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Quality: 710 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

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681.

2057E1

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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682.

1949G

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Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

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683.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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684.

1912J

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Quality: 733 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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685.

1874C

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Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

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686.

1870E

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[triple_a's solution](#)

687.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

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688.

1798E

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Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
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689.

1090E

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Quality: 676 global accepts · Rating: 2300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
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690.

1654E

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691.

1610E

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Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
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692.

1603C

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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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693.

1575B

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Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
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694.

1575I

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695.

1550D

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Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
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696.

1468M

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697.

1464C

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Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[triple_a's solution](#)

698.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

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699.

1379D

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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

[triple_a's solution](#)

700.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[triple_a's solution](#)

701.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[triple_a's solution](#)

702.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[triple_a's solution](#)

703.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[triple_a's solution](#)

704.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[triple_a's solution](#)

705.

1254C

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Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[triple_a's solution](#)

706.

1250E

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Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: graphs, implementation

[triple_a's solution](#)

707.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[triple_a's solution](#)

708.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: brute force, dp

[triple_a's solution](#)

709.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[triple_a's solution](#)

710.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[triple_a's solution](#)

711.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, probabilities

[triple_a's solution](#)

712.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[triple_a's solution](#)

713.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[triple_a's solution](#)

714.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[triple_a's solution](#)

715.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[triple_a's solution](#)

716.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[triple_a's solution](#)

717.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[triple_a's solution](#)

718.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp

[triple_a's solution](#)

719.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[triple_a's solution](#)

720.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[triple_a's solution](#)

721.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[triple_a's solution](#)

722.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[triple_a's solution](#)

723.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[triple_a's solution](#)

724.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

725.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[triple_a's solution](#)

726.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[triple_a's solution](#)

727.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[triple_a's solution](#)

728.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[triple_a's solution](#)

729.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[triple_a's solution](#)

730.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[triple_a's solution](#)

731.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[triple_a's solution](#)

732.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[triple_a's solution](#)

733.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[triple_a's solution](#)

734.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[triple_a's solution](#)

735.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 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

[triple_a's solution](#)

736.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[triple_a's solution](#)

737.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[triple_a's solution](#)

738.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[triple_a's solution](#)

739.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[triple_a's solution](#)

740.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[triple_a's solution](#)

741.

1615E

[Purple Crayon](#) · [Tutorial](#)

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

[triple_a's solution](#)

742.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[triple_a's solution](#)

743.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[triple_a's solution](#)

744.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[triple_a's solution](#)

745.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[triple_a's solution](#)

746.

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

[triple_a's solution](#)

747.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[triple_a's solution](#)

748.

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

[triple_a's solution](#)

749.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[triple_a's solution](#)

750.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[triple_a's solution](#)

751.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[triple_a's solution](#)

752.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[triple_a's solution](#)

753.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: data structures, probabilities

[triple_a's solution](#)

754.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[triple_a's solution](#)

755.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, number theory

[triple_a's solution](#)

756.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-18 · last AC: 2019-11-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[triple_a's solution](#)

757.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[triple_a's solution](#)

758.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: hashing, trees

[triple_a's solution](#)

759.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[triple_a's solution](#)

760.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[triple_a's solution](#)

761.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: dp, math
[triple_a's solution](#)

762.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, graphs
[triple_a's solution](#)

763.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[triple_a's solution](#)

764.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation, interactive
[triple_a's solution](#)

765.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[triple_a's solution](#)

766.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[triple_a's solution](#)

767.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[triple_a's solution](#)

768.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[triple_a's solution](#)

769.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[triple_a's solution](#)

770.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math
[triple_a's solution](#)

771.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[triple_a's solution](#)

772.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[triple_a's solution](#)

773.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees
[triple_a's solution](#)

774.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[triple_a's solution](#)

775.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[triple_a's solution](#)

776.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive
[triple_a's solution](#)

777.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[triple_a's solution](#)

778.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings
[triple_a's solution](#)

779.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

trees

[triple_a's solution](#)

780.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[triple_a's solution](#)

781.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[triple_a's solution](#)

782.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[triple_a's solution](#)

783.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[triple_a's solution](#)

784.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[triple_a's solution](#)

785.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[triple_a's solution](#)

786.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[triple_a's solution](#)

787.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[triple_a's solution](#)

788.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[triple_a's solution](#)

789.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number

theory

[triple_a's solution](#)

790.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[triple_a's solution](#)

791.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[triple_a's solution](#)

792.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[triple_a's solution](#)

793.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[triple_a's solution](#)

794.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[triple_a's solution](#)

795.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[triple_a's solution](#)

796.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[triple_a's solution](#)

797.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · last AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[triple_a's solution](#)

798.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[triple_a's solution](#)

799.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[triple_a's solution](#)

800.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[triple_a's solution](#)

801.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[triple_a's solution](#)

802.

1086D

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

Rating: 2500 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[triple_a's solution](#)

803.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[triple_a's solution](#)

804.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[triple_a's solution](#)

805.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[triple_a's solution](#)

806.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[triple_a's solution](#)

807.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[triple_a's solution](#)

808.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: implementation

[triple_a's solution](#)

809.

1236E

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

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[triple_a's solution](#)

810.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp
[triple_a's solution](#)

811.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[triple_a's solution](#)

812.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[triple_a's solution](#)

813.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, sortings
[triple_a's solution](#)

814.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[triple_a's solution](#)

815.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
[triple_a's solution](#)

816.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[triple_a's solution](#)

817.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[triple_a's solution](#)

818.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[triple_a's solution](#)

819.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees
[triple_a's solution](#)

820.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[triple_a's solution](#)

821.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[triple_a's solution](#)

822.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[triple_a's solution](#)

823.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities
[triple_a's solution](#)

824.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[triple_a's solution](#)

825.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games
[triple_a's solution](#)

826.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[triple_a's solution](#)

827.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[triple_a's solution](#)

828.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[triple_a's solution](#)

829.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[triple_a's solution](#)

830.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[triple_a's solution](#)

831.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[triple_a's solution](#)

832.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[triple_a's solution](#)

833.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[triple_a's solution](#)

834.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[triple_a's solution](#)

835.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[triple_a's solution](#)

836.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[triple_a's solution](#)

837.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[triple_a's solution](#)

838.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[triple_a's solution](#)

839.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search
[triple_a's solution](#)

840.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[triple_a's solution](#)

841.

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

[triple_a's solution](#)

842.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-09 · last AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[triple_a's solution](#)

843.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[triple_a's solution](#)

844.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[triple_a's solution](#)

845.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[triple_a's solution](#)

846.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[triple_a's solution](#)

847.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[triple_a's solution](#)

848.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, probabilities

[triple_a's solution](#)

849.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[triple_a's solution](#)

850.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[triple_a's solution](#)

851.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[triple_a's solution](#)

852.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[triple_a's solution](#)

853.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[triple_a's solution](#)

854.

2208E

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

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[triple_a's solution](#)

855.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[triple_a's solution](#)

856.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[triple_a's solution](#)

857.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[triple_a's solution](#)

858.

1818F

[Toy Machine](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[triple_a's solution](#)

859.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[triple_a's solution](#)

860.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[triple_a's solution](#)

861.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[triple_a's solution](#)

862.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[triple_a's solution](#)

863.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[triple_a's solution](#)

864.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[triple_a's solution](#)

865.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[triple_a's solution](#)

866.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[triple_a's solution](#)

867.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[triple_a's solution](#)

868.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[triple_a's solution](#)

869.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[triple_a's solution](#)

870.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[triple_a's solution](#)

871.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[triple_a's solution](#)

872.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[triple_a's solution](#)

873.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[triple_a's solution](#)

874.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[triple_a's solution](#)

875.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[triple_a's solution](#)

876.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[triple_a's solution](#)

877.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[triple_a's solution](#)

878.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[triple_a's solution](#)

879.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[triple_a's solution](#)

880.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[triple_a's solution](#)

881.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[triple_a's solution](#)

882.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[triple_a's solution](#)

883.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[triple_a's solution](#)

884.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[triple_a's solution](#)

885.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[triple_a's solution](#)

886.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[triple_a's solution](#)

887.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[triple_a's solution](#)

888.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[triple_a's solution](#)

889.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[triple_a's solution](#)

890.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[triple_a's solution](#)

891.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees
[triple_a's solution](#)

892.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[triple_a's solution](#)

893.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[triple_a's solution](#)

894.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[triple_a's solution](#)

895.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[triple_a's solution](#)

896.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[triple_a's solution](#)

897.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[triple_a's solution](#)

898.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[triple_a's solution](#)

899.

1510F

[Fiber Shape](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 2800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

900.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[triple_a's solution](#)

901.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[triple_a's solution](#)

902.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[triple_a's solution](#)

903.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[triple_a's solution](#)

904.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 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

[triple_a's solution](#)

905.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[triple_a's solution](#)

906.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[triple_a's solution](#)

907.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[triple_a's solution](#)

908.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[triple_a's solution](#)

909.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[triple_a's solution](#)

910.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2019-11-12 · last AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[triple_a's solution](#)

911.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[triple_a's solution](#)

912.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[triple_a's solution](#)

913.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices
[triple_a's solution](#)

914.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[triple_a's solution](#)

915.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[triple_a's solution](#)

916.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings
[triple_a's solution](#)

917.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory
[triple_a's solution](#)

918.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
[triple_a's solution](#)

919.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math
[triple_a's solution](#)

920.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math
[triple_a's solution](#)

921.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[triple_a's solution](#)

922.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[triple_a's solution](#)

923.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[triple_a's solution](#)

924.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[triple_a's solution](#)

925.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[triple_a's solution](#)

926.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[triple_a's solution](#)

927.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[triple_a's solution](#)

928.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[triple_a's solution](#)

929.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[triple_a's solution](#)

930.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[triple_a's solution](#)

931.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[triple_a's solution](#)

932.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[triple_a's solution](#)

933.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[triple_a's solution](#)

934.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[triple_a's solution](#)

935.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-08-29 · last AC: 2019-08-29 · GNU C++11 (first AC) · Tags: data structures, dp

[triple_a's solution](#)

936.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[triple_a's solution](#)

937.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[triple_a's solution](#)

938.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[triple_a's solution](#)

939.

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[triple_a's solution](#)

940.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[triple_a's solution](#)

941.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[triple_a's solution](#)

942.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[triple_a's solution](#)

943.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[triple_a's solution](#)

944.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[triple_a's solution](#)

945.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[triple_a's solution](#)

946.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[triple_a's solution](#)

947.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[triple_a's solution](#)

948.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[triple_a's solution](#)

949.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[triple_a's solution](#)

950.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[triple_a's solution](#)

951.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[triple_a's solution](#)

952.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[triple_a's solution](#)

953.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[triple_a's solution](#)

954.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[triple_a's solution](#)

955.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[triple_a's solution](#)

956.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[triple_a's solution](#)

957.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[triple_a's solution](#)

958.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[triple_a's solution](#)

959.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[triple_a's solution](#)

960.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[triple_a's solution](#)

961.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[triple_a's solution](#)

962.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures
[triple_a's solution](#)

963.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[triple_a's solution](#)

964.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-21 · last AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dp, implementation
[triple_a's solution](#)

965.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[triple_a's solution](#)

966.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[triple_a's solution](#)

967.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[triple_a's solution](#)

968.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[triple_a's solution](#)

969.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[triple_a's solution](#)

970.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[triple_a's solution](#)

971.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry
[triple_a's solution](#)

972.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[triple_a's solution](#)

973.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[triple_a's solution](#)

974.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math
[triple_a's solution](#)

975.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: math, number theory
[triple_a's solution](#)

976.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-10 · last AC: 2019-09-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures
[triple_a's solution](#)

977.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[triple_a's solution](#)

978.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[triple_a's solution](#)

979.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[triple_a's solution](#)

980.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-10-26 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[triple_a's solution](#)

981.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy
[triple_a's solution](#)

982.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
[triple_a's solution](#)

983.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[triple_a's solution](#)

984.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[triple_a's solution](#)

985.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[triple_a's solution](#)

986.

1423A

[Wakanda Forever](#) · [Tutorial](#)

Quality: 125 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[triple_a's solution](#)

987.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[triple_a's solution](#)

988.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: *special, strings
[triple_a's solution](#)

989.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, brute force, games, interactive
[triple_a's solution](#)

990.

106440J

[gTürjalkd](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

991.

106440G

[fufu - Npofl](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

992.

106440F

[w-gtAl](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

993.

106440H

[k\(N\)Sd](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

994.

106440L

[PPIIGG](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

995.

106440M

[Coyh Nãx](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

996.

106440B

[Q&S](#) [Serial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

997.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

998.

105257G

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

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

999.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

1000.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[triple_a's solution](#)

1001.

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101239J

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101239L

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1004.

101239C

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1005.

101239D

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1006.

101239H

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1007.

101239A

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1008.

101242D

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1009.

101242B

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1010.

101242K

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1011.

101242G

[Oil](#) · [Tutorial](#)

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1012.

101242L

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1013.

101242E

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Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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1014.

101242C

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Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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1015.

101242A

[Balanced Diet](#) · [Tutorial](#)

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1016.

104842N

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1017.

104842J

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1018.

104842I

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1019.

104842H

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1020.

104842E

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104842F

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1022.

104842G

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1023.

104842K

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1024.

104842B

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1025.

104842C

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1026.

104842D

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1027.

104842A

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1028.

104772L

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1029.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

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1030.

104772C

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1031.

104772B

[Based Zeros](#) · [Tutorial](#)

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1032.

104772I

[Intersegment Activation](#) · [Tutorial](#)

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1033.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

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1034.

104772E

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1035.

104772G

[Game of Nim](#) · [Tutorial](#)

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1036.

104772J

[Jumping Frogs](#) · [Tutorial](#)

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1037.

104772K

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1038.

104772D

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1039.

104772M

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1040.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

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1041.

104871L

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1042.

104871J

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1043.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1044.

104871D

[Drying Laundry](#) · [Tutorial](#)

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1045.

104871C

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1046.

104871H

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1047.

104871B

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1048.

104871G

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1049.

104871I

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1050.

104871E

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1051.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

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1052.

101471G

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1053.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

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1054.

101471C

[Mission Improbable](#) · [Tutorial](#)

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1055.

101471F

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1056.

101471I

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1057.

101471E

[Need for Speed](#) · [Tutorial](#)

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1058.

104945D

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1059.

104945C

[Metro quiz](#) · [Tutorial](#)

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1060.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1061.

104945J

[Olympic goodies](#) · [Tutorial](#)

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1062.

104945A

[Card game](#) · [Tutorial](#)

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1063.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

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1064.

104945E

[Nicest view](#) · [Tutorial](#)

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1065.

104945K

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1066.

104945I

[Throwing dice](#) · [Tutorial](#)

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1067.

104832D

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1068.

104832E

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1069.

104832F

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1070.

104832B

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1071.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

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1072.

104725B

[EqNKj'](#)

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1073.

104725F

[g7N5G\[P^*R](#)

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1074.

104725L

[Q|b08b](#)

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[triple_a's solution](#)

1075.

104725A

[u%4tripleQ*N](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1076.

104725K

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1077.

101221I

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1078.

101221C

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1079.

101221K

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Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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1080.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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1081.

101221B

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1082.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1083.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1084.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1085.

104614B

[A Musical Question](#) · [Tutorial](#)

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1086.

104614D

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Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1087.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1088.

104619I

[Introversion](#) · [Tutorial](#)

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1089.

104619D

[Divide a Convex](#) · [Tutorial](#)

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1090.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1091.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

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1092.

104619H

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1093.

104619B

[Better Chance](#) · [Tutorial](#)

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1094.

104619J

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1095.

104619L

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104619K

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1097.

104619A

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

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1098.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1099.

104460K

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1100.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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1101.

104460H

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Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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1102.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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1103.

104460J

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Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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1104.

104460B

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1105.

104460F

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1106.

104460E

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1107.

104460L

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1108.

104369H

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104369M

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1112.

104369F

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1113.

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1114.

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1115.

104369I

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1116.

104369C

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1117.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1118.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1119.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1120.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1121.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1122.

104459J

[Triangle City](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1123.

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1124.

104459G

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1125.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1126.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1127.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1128.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1129.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1130.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1131.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1132.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1133.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1134.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1135.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1136.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1137.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1138.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1139.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1140.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1141.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1142.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1143.

104466H

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

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1144.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1145.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1146.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1147.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1148.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1149.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1150.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1151.

104337H

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

Rating: — · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1152.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1153.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1154.

104337M

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

Rating: — · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1155.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[triple_a's solution](#)

1156.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-02 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory
[triple_a's solution](#)

1157.

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
[triple_a's solution](#)

1158.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[triple_a's solution](#)

1159.

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

[triple_a's solution](#)

1160.

104270E

[Plants vs. Zombies · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1161.

104270D

[Magic Multiplication · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1162.

104270F

[Tournament · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1163.

104270J

[Books · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1164.

104270C

[Flippy Sequence · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1165.

104270M

[Function and Function · Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1166.

104118H

[HIIT · Tutorial](#)

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

[triple_a's solution](#)

1167.

104118E

[Escape from Markov · Tutorial](#)

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

[triple_a's solution](#)

1168.

104118I

[Item Crafting · Tutorial](#)

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

[triple_a's solution](#)

1169.

104118G

[Gallivanting Merchant · Tutorial](#)

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

[triple_a's solution](#)

1170.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1171.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1172.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1173.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1174.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1175.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1176.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1177.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1178.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1179.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1180.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1181.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1182.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1183.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1184.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1185.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1186.

104013F

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

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1187.

104013E

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

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1188.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1189.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1190.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1191.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1192.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1193.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1194.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1195.

104077H

[Power of Two](#) · [Tutorial](#)

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

[triple_a's solution](#)

1196.

104077D

[Contests](#) · [Tutorial](#)

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

[triple_a's solution](#)

1197.

104077A

[Bridge](#) · [Tutorial](#)

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

[triple_a's solution](#)

1198.

104077B

[Cells Coloring](#) · [Tutorial](#)

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

[triple_a's solution](#)

1199.

104077L

[Tree](#) · [Tutorial](#)

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

[triple_a's solution](#)

1200.

104077E

[Find Maximum](#) · [Tutorial](#)

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

[triple_a's solution](#)

1201.

104077F

[Hotel](#) · [Tutorial](#)

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

[triple_a's solution](#)

1202.

104077C

[Clone Ranran](#) · [Tutorial](#)

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

[triple_a's solution](#)

1203.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1204.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1205.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1206.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1207.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1208.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1209.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1210.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1211.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[triple_a's solution](#)

1212.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[triple_a's solution](#)

1213.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1214.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1215.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1216.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1217.

104064G

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1218.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1219.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1220.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1221.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1222.

104068C

[\I4smv., Codeforces Rating](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1223.

104068D

[lytobal](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1224.

104068B

[g YtPa](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1225.

104068A

[u-r-Â-f-g-Mô-y-a-b-50ÿ](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1226.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1227.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1228.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1229.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1230.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1231.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1232.

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1233.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1234.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1235.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1236.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1237.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1238.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1239.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1240.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1241.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1242.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1243.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1244.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1245.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1246.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1247.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1248.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1249.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1250.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1251.

103931E

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

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1252.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1253.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1254.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1255.

103941F

~~A~~[TONKTC](#)E

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1256.

103941A

[Mocha N Tsubu](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1257.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1258.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1259.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1260.

102155I

[\$\\$leq\$ or \$\\$geq\$](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1261.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1262.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1263.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1264.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1265.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1266.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1267.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1268.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1269.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1270.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1271.

103860C

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

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1272.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1273.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1274.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1275.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1276.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1277.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1278.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1279.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1280.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1281.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1282.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1283.

102759A

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

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1284.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1285.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1286.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1287.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1288.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1289.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1290.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1291.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1292.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1293.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1294.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1295.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1296.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1297.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1298.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1299.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1300.

103821I

[Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1301.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1302.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1303.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1304.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1305.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1306.

103821G

[Angry Bsher](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1307.

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1308.

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1309.

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1310.

103821M

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

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1311.

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1312.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1313.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1314.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1315.

103688E

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

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1316.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1317.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1318.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1319.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1320.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1321.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1322.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1323.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1324.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1325.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1326.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1327.

103729C

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

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1328.

103729B

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

Rating: — · first AC: 2022-06-02 · last AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1329.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1330.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1331.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1332.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1333.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1334.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1335.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1336.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1337.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1338.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1339.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1340.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[triple_a's solution](#)

1341.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[triple_a's solution](#)

1342.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[triple_a's solution](#)

1343.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[triple_a's solution](#)

1344.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[triple_a's solution](#)

1345.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[triple_a's solution](#)

1346.

1662A

[Organizing SWERC](#) · [Tutorial](#)

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1347.

103660D

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1348.

103660G

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1349.

103660E

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1350.

103660H

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1351.

103660L

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1352.

103660I

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1353.

103660C

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1354.

103660B

[Jiubei and Overwatch](#) · [Tutorial](#)

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1355.

103660F

[Sum of Numerators](#) · [Tutorial](#)

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1356.

103660A

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1357.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1358.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1359.

103637D

[Dull game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1360.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1361.

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1362.

103637F

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

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1363.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1364.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1365.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1366.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1367.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1368.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1369.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1370.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1371.

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1372.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1373.

101174K

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

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1374.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1375.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1376.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1377.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[triple_a's solution](#)

1378.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1379.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1380.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1381.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1382.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1383.

103443H

[A Big Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1384.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1385.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1386.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1387.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1388.

103443D

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

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1389.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1390.

103483C

[How Many Strings Are Less](#) · Tutorial

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1391.

103483J

[Yurik and Woodwork Lesson](#) · Tutorial

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

[triple_a's solution](#)

1392.

103483G

[The Math of Sailing](#) · Tutorial

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

[triple_a's solution](#)

1393.

103483H

[Lots of Parabolas](#) · Tutorial

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

[triple_a's solution](#)

1394.

103483E

[Fair Robbery](#) · Tutorial

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

[triple_a's solution](#)

1395.

103483L

[Birthday](#) · Tutorial

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1396.

103483K

[Railroad sorting](#) · Tutorial

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

[triple_a's solution](#)

1397.

103483D

[Exam registration](#) · Tutorial

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1398.

103483F

[Counting Antibodies](#) · Tutorial

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

[triple_a's solution](#)

1399.

103483I

[Wheel of Fortune](#) · Tutorial

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

[triple_a's solution](#)

1400.

103483A

[Natives](#) · Tutorial

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

[triple_a's solution](#)

1401.

102471J

[Permutation](#) · [Tutorial](#)

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

[triple_a's solution](#)

1402.

102471B

[Black and White](#) · [Tutorial](#)

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

[triple_a's solution](#)

1403.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

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

[triple_a's solution](#)

1404.

102471H

[King](#) · [Tutorial](#)

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

[triple_a's solution](#)

1405.

102471M

[Value](#) · [Tutorial](#)

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

[triple_a's solution](#)

1406.

102471A

[City](#) · [Tutorial](#)

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

[triple_a's solution](#)

1407.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1408.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1409.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1410.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1411.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1412.

102056L

[Eventual ... Journey · Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1413.

102538J

[Just Counting · Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1414.

102538I

[Ignore Submasks · Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1415.

103428I

[Distance · Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1416.

103428E

[CHASE! · Tutorial](#)

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[triple_a's solution](#)

1417.

103428F

[Stone · Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1418.

103428H

[city safety · Tutorial](#)

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1419.

103428K

[Tiny Stars · Tutorial](#)

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1420.

103428G

[Shinyruo and KFC · Tutorial](#)

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1421.

103428D

[Period · Tutorial](#)

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[triple_a's solution](#)

1422.

103428M

[810975 · Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1423.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1424.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1425.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1426.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1427.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1428.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1429.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1430.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1431.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1432.

103447B

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

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1433.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1434.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1435.

103439N

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

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1436.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1437.

103439I

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

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1438.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1439.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1440.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1441.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1442.

103439C

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

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1443.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1444.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1445.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1446.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1447.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1448.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1449.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1450.

103427L

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1451.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1452.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1453.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1454.

103415L

[Dynamic Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1455.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1456.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1457.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1458.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1459.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1460.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1461.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1462.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1463.

103414E

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1464.

103414K

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Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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1465.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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1466.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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1467.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1468.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1469.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1470.

103388D

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

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1471.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1472.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1473.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1474.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1475.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1476.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[triple_a's solution](#)

1477.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1478.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1479.

103371C

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1480.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1481.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1482.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1483.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1484.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · PyPy 3 (first AC) · Tags: —

[triple_a's solution](#)

1485.

103261E

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

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1486.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1487.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1488.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1489.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1490.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1491.

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1492.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1493.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1494.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

1495.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1496.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

1497.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1498.

103119L

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

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1499.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1500.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1501.

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1502.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1503.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1504.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1505.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1506.

103069E

[Tube Master III](#) · [Tutorial](#)

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

[triple_a's solution](#)

1507.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

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

[triple_a's solution](#)

1508.

103069D

[City Brain](#) · [Tutorial](#)

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

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1509.

103069L

[Square](#) · [Tutorial](#)

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

[triple_a's solution](#)

1510.

103069C

[Random Shuffle](#) · [Tutorial](#)

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

[triple_a's solution](#)

1511.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1512.

103069A

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

Rating: — · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1513.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1514.

102900E

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

Rating: — · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1515.

102900C

[Sum of Log](#) · [Tutorial](#)

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1516.

102979G

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

Rating: — · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1517.

102979B

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

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[triple_a's solution](#)

1518.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1519.

102979I

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

Rating: — · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1520.

102979E

[Expected Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1521.

102979J

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

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1522.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1523.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1524.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1525.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1526.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1527.

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1528.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1529.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1530.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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1531.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

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1532.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1533.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[triple_a's solution](#)

1534.

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1535.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1536.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1537.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1538.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1539.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1540.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1541.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1542.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1543.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1544.

102439G

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

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1545.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1546.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

1547.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1548.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1549.

102439H

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

Rating: — · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1550.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: —

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1551.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1552.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1553.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1554.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1555.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

1556.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1557.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1558.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1559.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: —

[triple_a's solution](#)

1560.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1561.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[triple_a's solution](#)

1562.

102586H

[Construct Points](#) · [Tutorial](#)

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1563.

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-02 · Python 3 (first AC) · Tags: *special

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