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Unique solved — upobir

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

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Filters: none

Count: 1,096

- 1.**
1838A
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- 2.**
1839A
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- 3.**
1776A
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1782A
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- 5.**
1779A
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1774A
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1773F
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1765B
[Broken Keyboard](#) · [Tutorial](#)
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1764A
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1725A
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11.

1616A

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12.

1615A

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13.

1586A

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14.

4A

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15.

1566B

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20.

1527A

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1515A

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23.

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25.

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26.

1450A

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27.

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29.

1408A

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30.

1397A

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31.

1392B

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32.

1392A

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33.

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34.

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35.

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36.

1305A

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37.

1307A

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1303A

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40.

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41.

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42.

1091A

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43.

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1095A

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45.

1081A

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46.

1088A

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1072A

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48.

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49.

1009A

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999A

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51.

987A

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52.

976A

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53.

1779B

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54.

1764B

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55.

1726A

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56.

1468N

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57.

1427A

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58.

1420A

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59.

1295A

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60.

1208A

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61.

1163A

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62.

1107A

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65.

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68.

1785A

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69.

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1770B

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1770A

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72.

1765E

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73.

1765M

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74.

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75.

1566C

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76.

1569B

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77.

1539A

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78.

1515B

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79.

1450B

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80.

1359B

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81.

1359A

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82.

1358B

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83.

1260A

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84.

1252A

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85.

1237A

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86.

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87.

1195A

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88.

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89.

1107B

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90.

1101A

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91.

1090M

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92.

1088B

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93.

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94.

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95.

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96.

979A

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99.

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100.

1626B

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101.

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102.

1566D1

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103.

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104.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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105.

1366A

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Quality: 33,000 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
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106.

1263A

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107.

522B

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108.

1108B

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Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number

theory

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109.

1070K

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110.

1060B

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111.

987B

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112.

975B

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113.

1586B

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114.

1517B

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115.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

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116.

1495A

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117.

1454C

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118.

1420B

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119.

1097B

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120.

1392C

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121.

637B

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122.

1375B

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123.

1305B

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124.

522A

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Quality: 18,829 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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125.

1205A

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Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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126.

101A

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127.

1184A1

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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

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128.

1149A

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Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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129.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

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130.

1082A

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Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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131.

1027B

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132.

1023A

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133.

1000A

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

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134.

999C

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135.

1839C

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136.

1776H

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137.

1774C

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[upobir's solution](#)

138.

1726C

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139.

1693A

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140.

1615B

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[upobir's solution](#)

141.

1556B

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142.

1470A

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143.

1466C

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144.

1454D

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145.

1381A1

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[upobir's solution](#)

146.

1366B

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147.

1307B

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148.

1260B

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149.

1237B

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150.

1220C

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151.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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152.

83A

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153.

1107C

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Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
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154.

1108C

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Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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155.

1101B

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[upobir's solution](#)

156.

1096B

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Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
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157.

1090A

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158.

1062A

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Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[upobir's solution](#)

159.

1070D

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160.

976B

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161.

1838C

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162.

1773E

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163.

1764C

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164.

1548A

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165.

1515C

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166.

1517C

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167.

1468C

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168.

1427B

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169.

1408B

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170.

1375C

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171.

1320A

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172.

1303B

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173.

1276A

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174.

1263C

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175.

1263B

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Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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176.

1195C

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177.

1190A

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178.

1184B1

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179.

77A

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180.

1156A

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181.

1108D

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182.

1103A

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183.

1097C

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184.

1091C

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185.

1095C

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186.

1088C

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187.

698A

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Quality: 37,951 global accepts · Rating: 1400 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

188.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[upobir's solution](#)

189.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,061 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[upobir's solution](#)

190.

1949B

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Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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191.

1776L

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Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[upobir's solution](#)

192.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[upobir's solution](#)

193.

1765K

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Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[upobir's solution](#)

194.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[upobir's solution](#)

195.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[upobir's solution](#)

196.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[upobir's solution](#)

197.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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198.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
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199.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
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200.

1466D

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Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
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201.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[upobir's solution](#)

202.

1416A

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Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
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203.

1404A

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Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[upobir's solution](#)

204.

1368C

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Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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205.

1368B

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Quality: 21,441 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[upobir's solution](#)

206.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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207.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
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208.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
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209.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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210.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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211.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
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212.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
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213.

1208B

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Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
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214.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

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215.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[upobir's solution](#)

216.

10B

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Quality: 2,054 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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217.

74B

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Quality: 1,785 global accepts · Rating: 1500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy

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218.

566F

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Quality: 4,301 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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219.

22B

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Quality: 4,784 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[upobir's solution](#)

220.

191A

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Quality: 4,554 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

221.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[upobir's solution](#)

222.

91B

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Quality: 7,738 global accepts · Rating: 1500 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[upobir's solution](#)

223.

91A

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Quality: 3,954 global accepts · Rating: 1500 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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224.

1179A

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Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[upobir's solution](#)

225.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[upobir's solution](#)

226.

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[upobir's solution](#)

227.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[upobir's solution](#)

228.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp

[upobir's solution](#)

229.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[upobir's solution](#)

230.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[upobir's solution](#)

231.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[upobir's solution](#)

232.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,986 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

233.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[upobir's solution](#)

234.

1101C

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

Quality: 12,036 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[upobir's solution](#)

235.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[upobir's solution](#)

236.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[upobir's solution](#)

237.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[upobir's solution](#)

238.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

239.

1070H

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Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[upobir's solution](#)

240.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[upobir's solution](#)

241.

1000B

[Light It Up](#) · [Tutorial](#)

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

[upobir's solution](#)

242.

991C

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Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[upobir's solution](#)

243.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[upobir's solution](#)

244.

7B

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Quality: 2,957 global accepts · Rating: 1600 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[upobir's solution](#)

245.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[upobir's solution](#)

246.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[upobir's solution](#)

247.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[upobir's solution](#)

248.

1615C

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Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[upobir's solution](#)

249.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[upobir's solution](#)

250.

1528A

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[upobir's solution](#)

251.

1503A

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Quality: 14,608 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[upobir's solution](#)

252.

1468K

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

[upobir's solution](#)

253.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[upobir's solution](#)

254.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[upobir's solution](#)

255.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[upobir's solution](#)

256.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[upobir's solution](#)

257.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[upobir's solution](#)

258.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[upobir's solution](#)

259.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

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260.

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[upobir's solution](#)

261.

1261B1

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Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[upobir's solution](#)

262.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[upobir's solution](#)

263.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[upobir's solution](#)

264.

756B

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Quality: 4,539 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[upobir's solution](#)

265.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[upobir's solution](#)

266.

682C

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Quality: 8,083 global accepts · Rating: 1600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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267.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
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268.

316B2

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Quality: 1,780 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
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269.

597B

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Quality: 5,666 global accepts · Rating: 1600 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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270.

888D

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271.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[upobir's solution](#)

272.

1198B

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273.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
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274.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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275.

95A

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276.

1056D

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277.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
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278.

817C

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

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[upobir's solution](#)

279.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[upobir's solution](#)

280.

1033C

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Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games
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281.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[upobir's solution](#)

282.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation
[upobir's solution](#)

283.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[upobir's solution](#)

284.

615B

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Quality: 5,740 global accepts · Rating: 1600 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[upobir's solution](#)

285.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
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286.

814C

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Quality: 7,735 global accepts · Rating: 1600 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[upobir's solution](#)

287.

660C

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Quality: 10,754 global accepts · Rating: 1600 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers
[upobir's solution](#)

288.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[upobir's solution](#)

289.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[upobir's solution](#)

290.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1600 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[upobir's solution](#)

291.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2019-02-17 · last AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[upobir's solution](#)

292.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[upobir's solution](#)

293.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[upobir's solution](#)

294.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[upobir's solution](#)

295.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[upobir's solution](#)

296.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[upobir's solution](#)

297.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 1600 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[upobir's solution](#)

298.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[upobir's solution](#)

299.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[upobir's solution](#)

300.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[upobir's solution](#)

301.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[upobir's solution](#)

302.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[upobir's solution](#)

303.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[upobir's solution](#)

304.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[upobir's solution](#)

305.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[upobir's solution](#)

306.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[upobir's solution](#)

307.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[upobir's solution](#)

308.

1025C

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1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[upobir's solution](#)

408.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[upobir's solution](#)

409.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[upobir's solution](#)

410.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[upobir's solution](#)

411.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[upobir's solution](#)

412.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[upobir's solution](#)

413.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[upobir's solution](#)

414.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[upobir's solution](#)

415.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[upobir's solution](#)

416.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[upobir's solution](#)

417.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[upobir's solution](#)

418.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[upobir's solution](#)

419.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[upobir's solution](#)

420.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[upobir's solution](#)

421.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

422.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[upobir's solution](#)

423.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[upobir's solution](#)

424.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[upobir's solution](#)

425.

987E

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

Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[upobir's solution](#)

426.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[upobir's solution](#)

427.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[upobir's solution](#)

428.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[upobir's solution](#)

429.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[upobir's solution](#)

430.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[upobir's solution](#)

431.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[upobir's solution](#)

432.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[upobir's solution](#)

433.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[upobir's solution](#)

434.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[upobir's solution](#)

435.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[upobir's solution](#)

436.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[upobir's solution](#)

437.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs
[upobir's solution](#)

438.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[upobir's solution](#)

439.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees
[upobir's solution](#)

440.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[upobir's solution](#)

441.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[upobir's solution](#)

442.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[upobir's solution](#)

443.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
[upobir's solution](#)

444.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[upobir's solution](#)

445.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[upobir's solution](#)

446.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[upobir's solution](#)

447.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[upobir's solution](#)

448.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[upobir's solution](#)

449.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[upobir's solution](#)

450.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[upobir's solution](#)

451.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[upobir's solution](#)

452.

1208D

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

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[upobir's solution](#)

453.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[upobir's solution](#)

454.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees
[upobir's solution](#)

455.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths
[upobir's solution](#)

456.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[upobir's solution](#)

457.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[upobir's solution](#)

458.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math
[upobir's solution](#)

459.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[upobir's solution](#)

460.

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[upobir's solution](#)

461.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[upobir's solution](#)

462.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[upobir's solution](#)

463.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings
[upobir's solution](#)

464.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[upobir's solution](#)

465.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[upobir's solution](#)

466.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[upobir's solution](#)

467.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[upobir's solution](#)

468.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[upobir's solution](#)

469.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[upobir's solution](#)

470.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[upobir's solution](#)

471.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[upobir's solution](#)

472.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[upobir's solution](#)

473.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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474.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

475.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[upobir's solution](#)

476.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[upobir's solution](#)

477.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[upobir's solution](#)

478.

1366D

[Two Divisors](#) · [Tutorial](#)

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[upobir's solution](#)

479.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[upobir's solution](#)

480.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[upobir's solution](#)

481.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[upobir's solution](#)

482.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[upobir's solution](#)

483.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[upobir's solution](#)

484.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[upobir's solution](#)

485.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[upobir's solution](#)

486.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[upobir's solution](#)

487.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[upobir's solution](#)

488.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[upobir's solution](#)

489.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[upobir's solution](#)

490.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[upobir's solution](#)

491.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[upobir's solution](#)

492.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[upobir's solution](#)

493.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[upobir's solution](#)

494.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[upobir's solution](#)

495.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[upobir's solution](#)

496.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[upobir's solution](#)

497.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[upobir's solution](#)

498.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[upobir's solution](#)

499.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[upobir's solution](#)

500.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[upobir's solution](#)

501.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[upobir's solution](#)

502.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[upobir's solution](#)

503.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[upobir's solution](#)

504.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[upobir's solution](#)

505.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[upobir's solution](#)

506.

1466F

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

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507.

1464B

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508.

1450C1

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509.

1434C

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510.

1419E

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511.

1392E

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512.

217B

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513.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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514.

1312E

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515.

1263E

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516.

1252G

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517.

1254B2

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Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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518.

1252K

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519.

1240C

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520.

1201D

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521.

1195E

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522.

1184A2

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523.

77C

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524.

1158C

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

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1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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526.

1098B

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Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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527.

1027E

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1023E

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1000E

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Quality: 6,507 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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1949F

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Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

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531.

1776B

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Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

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532.

1773B

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533.

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Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

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1765H

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Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

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535.

1616E

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537.

1586E

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1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

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539.

1503C

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1468A

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1400E

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1398E

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546.

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1336C

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1305E

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1295E

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1261C

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1252E

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1220E

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1208E

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555.

98B

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556.

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matchings, graphs, shortest paths, sortings

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1179C

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558.

1158B

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1156E

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1156D

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1149B

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1097D

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564.

1949G

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565.

1782E

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1552E

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1528C

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1464C

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572.

1408F

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1404C

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574.

1396C

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575.

1371E2

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1342E

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1228E

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578.

1276C

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Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
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1254C

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1252B

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Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
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1252L

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Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
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583.

101D

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584.

91C

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585.

89C

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586.

89B

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587.

87D

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588.

77D

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Quality: 363 global accepts · Rating: 2300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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589.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

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590.

1101G

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Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

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591.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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592.

385E

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Quality: 666 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

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593.

1062E

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Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

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594.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

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595.

1770E

[Koxia and Tree](#) · [Tutorial](#)

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

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596.

1774F1

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[upobir's solution](#)

597.

1765L

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Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[upobir's solution](#)

598.

1765A

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Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[upobir's solution](#)

599.

1764E

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Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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600.

1726E

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[upobir's solution](#)

601.

1725L

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Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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602.

1615E

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Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

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603.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2019-11-20 · last AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[upobir's solution](#)

604.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[upobir's solution](#)

605.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[upobir's solution](#)

606.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[upobir's solution](#)

607.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[upobir's solution](#)

608.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-03-02 · last AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

609.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[upobir's solution](#)

610.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[upobir's solution](#)

611.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[upobir's solution](#)

612.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[upobir's solution](#)

613.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[upobir's solution](#)

614.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[upobir's solution](#)

615.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[upobir's solution](#)

616.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[upobir's solution](#)

617.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[upobir's solution](#)

618.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[upobir's solution](#)

619.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[upobir's solution](#)

620.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[upobir's solution](#)

621.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[upobir's solution](#)

622.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[upobir's solution](#)

623.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[upobir's solution](#)

624.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[upobir's solution](#)

625.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[upobir's solution](#)

626.

1779F

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

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

627.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive
[upobir's solution](#)

628.

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[upobir's solution](#)

629.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[upobir's solution](#)

630.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[upobir's solution](#)

631.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[upobir's solution](#)

632.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[upobir's solution](#)

633.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[upobir's solution](#)

634.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[upobir's solution](#)

635.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[upobir's solution](#)

636.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy
[upobir's solution](#)

637.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-12-14 · last AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[upobir's solution](#)

638.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

math, matrices, number theory

[upobir's solution](#)

639.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[upobir's solution](#)

640.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[upobir's solution](#)

641.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[upobir's solution](#)

642.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[upobir's solution](#)

643.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[upobir's solution](#)

644.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[upobir's solution](#)

645.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[upobir's solution](#)

646.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[upobir's solution](#)

647.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[upobir's solution](#)

648.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[upobir's solution](#)

649.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

650.

1236E

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

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[upobir's solution](#)

651.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[upobir's solution](#)

652.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[upobir's solution](#)

653.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[upobir's solution](#)

654.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[upobir's solution](#)

655.

98D

[Help Monks](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[upobir's solution](#)

656.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[upobir's solution](#)

657.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[upobir's solution](#)

658.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[upobir's solution](#)

659.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[upobir's solution](#)

660.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[upobir's solution](#)

661.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[upobir's solution](#)

662.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[upobir's solution](#)

663.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[upobir's solution](#)

664.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[upobir's solution](#)

665.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[upobir's solution](#)

666.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[upobir's solution](#)

667.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[upobir's solution](#)

668.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[upobir's solution](#)

669.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[upobir's solution](#)

670.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[upobir's solution](#)

671.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[upobir's solution](#)

672.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[upobir's solution](#)

673.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[upobir's solution](#)

674.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[upobir's solution](#)

675.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[upobir's solution](#)

676.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, fft, math, number theory

[upobir's solution](#)

677.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[upobir's solution](#)

678.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[upobir's solution](#)

679.

1363F

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

Quality: 1,738 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[upobir's solution](#)

680.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[upobir's solution](#)

681.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[upobir's solution](#)

682.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[upobir's solution](#)

683.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[upobir's solution](#)

684.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[upobir's solution](#)

685.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

[upobir's solution](#)

686.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[upobir's solution](#)

687.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[upobir's solution](#)

688.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[upobir's solution](#)

689.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[upobir's solution](#)

690.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2019-06-18 · last AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[upobir's solution](#)

691.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[upobir's solution](#)

692.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[upobir's solution](#)

693.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[upobir's solution](#)

694.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[upobir's solution](#)

695.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

696.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[upobir's solution](#)

697.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-12-03 · last AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[upobir's solution](#)

698.

1468L

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

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory
[upobir's solution](#)

699.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[upobir's solution](#)

700.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[upobir's solution](#)

701.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[upobir's solution](#)

702.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[upobir's solution](#)

703.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[upobir's solution](#)

704.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[upobir's solution](#)

705.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[upobir's solution](#)

706.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[upobir's solution](#)

707.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[upobir's solution](#)

708.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[upobir's solution](#)

709.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[upobir's solution](#)

710.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[upobir's solution](#)

711.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[upobir's solution](#)

712.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[upobir's solution](#)

713.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[upobir's solution](#)

714.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[upobir's solution](#)

715.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[upobir's solution](#)

716.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[upobir's solution](#)

717.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[upobir's solution](#)

718.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[upobir's solution](#)

719.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[upobir's solution](#)

720.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[upobir's solution](#)

721.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[upobir's solution](#)

722.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[upobir's solution](#)

723.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[upobir's solution](#)

724.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[upobir's solution](#)

725.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[upobir's solution](#)

726.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[upobir's solution](#)

727.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[upobir's solution](#)

728.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[upobir's solution](#)

729.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

730.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[upobir's solution](#)

731.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[upobir's solution](#)

732.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-05-01 · last AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[upobir's solution](#)

733.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[upobir's solution](#)

734.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[upobir's solution](#)

735.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[upobir's solution](#)

736.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[upobir's solution](#)

737.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[upobir's solution](#)

738.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[upobir's solution](#)

739.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[upobir's solution](#)

740.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[upobir's solution](#)

741.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[upobir's solution](#)

742.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[upobir's solution](#)

743.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[upobir's solution](#)

744.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[upobir's solution](#)

745.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[upobir's solution](#)

746.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[upobir's solution](#)

747.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[upobir's solution](#)

748.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[upobir's solution](#)

749.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[upobir's solution](#)

750.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[upobir's solution](#)

751.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[upobir's solution](#)

752.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[upobir's solution](#)

753.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[upobir's solution](#)

754.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[upobir's solution](#)

755.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[upobir's solution](#)

756.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: games

[upobir's solution](#)

757.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2019-12-12 · last AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[upobir's solution](#)

758.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[upobir's solution](#)

759.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[upobir's solution](#)

760.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[upobir's solution](#)

761.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[upobir's solution](#)

762.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[upobir's solution](#)

763.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

764.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

765.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

766.

104821F

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

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

767.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

768.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

769.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

770.

103438M

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

771.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

772.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

773.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

774.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

775.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

776.

103438G

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

777.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

778.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

779.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

780.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

781.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

782.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

783.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

784.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

785.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

786.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

787.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

788.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

789.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

790.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

791.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

792.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

793.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

794.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

795.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

796.

101471A

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

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

797.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

798.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

799.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

800.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

801.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

802.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

803.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

804.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

805.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

806.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

807.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

808.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

809.

103371K

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

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

810.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[upobir's solution](#)

811.

103371H

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812.

102956E

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813.

102956N

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814.

102956A

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Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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815.

102956M

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816.

102956I

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817.

102956D

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818.

102956G

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819.

102956C

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Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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820.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

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821.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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822.

104118E

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

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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823.

104118I

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Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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824.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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825.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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826.

104118G

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827.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

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828.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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829.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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830.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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831.

104114I

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

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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832.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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833.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · Python 3 (first AC) · Tags: —
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834.

104114B

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835.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

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836.

104114G

[Gears](#) · [Tutorial](#)

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837.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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838.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

839.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

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840.

104114A

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

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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841.

104076G

[Quick Sort](#) · [Tutorial](#)

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842.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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843.

104076A

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Rating: — · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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844.

104076E

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845.

104076K

[Stack Sort](#) · [Tutorial](#)

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846.

104076M

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847.

103409D

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848.

103409B

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849.

103409E

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850.

103409G

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851.

103409I

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852.

103409A

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853.

103055D

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854.

103055G

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855.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

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856.

103055F

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857.

103055L

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858.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

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859.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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860.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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861.

103055A

[League of Legends](#) · [Tutorial](#)

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[upobir's solution](#)

862.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

863.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

864.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

865.

102832D

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

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

866.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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867.

103202A

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868.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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869.

103202I

[Rise of Shadows](#) · [Tutorial](#)

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870.

103202K

[Scholomance Academy](#) · [Tutorial](#)

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871.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

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872.

103202H

[The Boomsday Project](#) · [Tutorial](#)

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873.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

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874.

103202F

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

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875.

103202G

[The Witchwood](#) · [Tutorial](#)

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876.

103185I

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

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877.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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878.

103185B

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879.

103185H

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880.

103185E

[Excellent Views](#) · [Tutorial](#)

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881.

103185C

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882.

103185A

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103185K

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103185L

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103185D

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886.

103185N

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887.

103119I

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888.

103119C

[Club Assignment](#) · [Tutorial](#)

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889.

103119G

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890.

103119D

[Artifacts](#) · [Tutorial](#)

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891.

103119A

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892.

103119F

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893.

103119L

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894.

102431E

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895.

102431B

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899.

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900.

102822H

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901.

102822B

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902.

102822G

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903.

102822L

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904.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

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905.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

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906.

102822K

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907.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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908.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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909.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

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910.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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911.

103069A

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[upobir's solution](#)

912.

103069L

[Square](#) · [Tutorial](#)

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913.

103069F

[Rooks](#) · [Tutorial](#)

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914.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · last AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

915.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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916.

102978I

[Inverse Problem](#) · [Tutorial](#)

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917.

102978B

[Bit Operation](#) · [Tutorial](#)

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918.

103049J

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919.

103049G

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920.

103049E

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103049C

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926.

103049D

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927.

103049K

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928.

102576K

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929.

102576C

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930.

102576E

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931.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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932.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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933.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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934.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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935.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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936.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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937.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

938.

102759A

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

Rating: — · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

939.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

940.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

941.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

942.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

943.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · last AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

944.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

945.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

946.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

947.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

948.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
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949.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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950.

102428G

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[upobir's solution](#)

951.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

952.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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953.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

954.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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955.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

956.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

957.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

958.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

959.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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960.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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961.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

962.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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963.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

964.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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965.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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966.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

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967.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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968.

101741C

[Cover the Paths](#) · [Tutorial](#)

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969.

101741J

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

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[upobir's solution](#)

970.

102900H

[Rice Arrangement](#) · [Tutorial](#)

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[upobir's solution](#)

971.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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972.

102900I

[Traveling in the Grid World](#) · [Tutorial](#)

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973.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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974.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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975.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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976.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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977.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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978.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

979.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

980.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

981.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

982.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

983.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

984.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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985.

101409L

[Lacking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

986.

101409F

[Filter-Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

987.

101409K

[Kth P-Partition](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

988.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

989.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

990.

101409C

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

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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991.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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992.

101409B

[Brothers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

993.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

994.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

995.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

996.

100497L

[Mine Layer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

997.

100497F

[Railroad Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

998.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

999.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

1000.

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1001.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

1002.

100497K

[Dependency Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

1003.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

1004.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[upobir's solution](#)

1005.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1006.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[upobir's solution](#)

1007.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1008.

100162J

[Tourist Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1009.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1010.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1011.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1012.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1013.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1014.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1015.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1016.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1017.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1018.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: —
[upobir's solution](#)

1019.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1020.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1021.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1022.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1023.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1024.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1025.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1026.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1027.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1028.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1029.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1030.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1031.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1032.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1033.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1034.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1035.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1036.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1037.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1038.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1039.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1040.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1041.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1042.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1043.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1044.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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1045.

101670D

[Equinox Roller Coaster](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1046.

101670J

[Punching Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1047.

101670G

[Ice cream samples](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1048.

101670E

[Forest Picture](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1049.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[upobir's solution](#)

1050.

101670C

[Chessboard Dancing](#) · [Tutorial](#)

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1051.

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101404C

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101404E

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