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Unique solved — usuyus

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

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Count: 689

1.

2152A

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2.

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3.

1919B

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4.

1919A

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5.

1713A

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6.

1780A

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7.

1669C

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8.

1413A

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9.

1833C

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10.

1863A

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11.

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12.

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15.

1777A

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1716A

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1704A

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44.

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1549A

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50.

1542A

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53.

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58.

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1519B

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1517A

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62.

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66.

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68.

1498A

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1499A

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70.

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74.

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1478A

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79.

1466B

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80.

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81.

1461A

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84.

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85.

1454B

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86.

1454A

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87.

1451A

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88.

1452C

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89.

1452A

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90.

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91.

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92.

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93.

1443A

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94.

1436A

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95.

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96.

1428A

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97.

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100.

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104.

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1230A

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Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[usuyus's solution](#)

107.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[usuyus's solution](#)

108.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[usuyus's solution](#)

109.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[usuyus's solution](#)

110.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[usuyus's solution](#)

111.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2018-11-02 · GNU C11 (first AC) · Tags: greedy, math

[usuyus's solution](#)

112.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2018-11-02 · GNU C11 (first AC) · Tags: brute force, math

[usuyus's solution](#)

113.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2018-10-06 · GNU C11 (first AC) · Tags: implementation, strings

[usuyus's solution](#)

114.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[usuyus's solution](#)

115.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[usuyus's solution](#)

116.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[usuyus's solution](#)

117.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[usuyus's solution](#)

118.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[usuyus's solution](#)

119.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[usuyus's solution](#)

120.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[usuyus's solution](#)

121.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[usuyus's solution](#)

122.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[usuyus's solution](#)

123.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[usuyus's solution](#)

124.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[usuyus's solution](#)

125.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[usuyus's solution](#)

126.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[usuyus's solution](#)

127.

1471A

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

Quality: 38,224 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[usuyus's solution](#)

128.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[usuyus's solution](#)

129.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[usuyus's solution](#)

130.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[usuyus's solution](#)

131.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[usuyus's solution](#)

132.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[usuyus's solution](#)

133.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: math, sortings

[usuyus's solution](#)

134.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation

[usuyus's solution](#)

135.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings

[usuyus's solution](#)

136.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[usuyus's solution](#)

137.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[usuyus's solution](#)

138.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[usuyus's solution](#)

139.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

140.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[usuyus's solution](#)

141.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: greedy, math, strings

[usuyus's solution](#)

142.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[usuyus's solution](#)

143.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[usuyus's solution](#)

144.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[usuyus's solution](#)

145.

580A

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

Quality: 104,713 global accepts · Rating: 900 · first AC: 2019-03-17 · last AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[usuyus's solution](#)

146.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-12-16 · GNU C11 (first AC) · Tags: brute force, implementation, strings

[usuyus's solution](#)

147.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,069 global accepts · Rating: 900 · first AC: 2018-12-16 · GNU C11 (first AC) · Tags: implementation

[usuyus's solution](#)

148.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2018-11-19 · GNU C11 (first AC) · Tags: implementation

[usuyus's solution](#)

149.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[usuyus's solution](#)

150.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[usuyus's solution](#)

151.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[usuyus's solution](#)

152.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[usuyus's solution](#)

153.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[usuyus's solution](#)

154.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[usuyus's solution](#)

155.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[usuyus's solution](#)

156.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[usuyus's solution](#)

157.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[usuyus's solution](#)

158.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[usuyus's solution](#)

159.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[usuyus's solution](#)

160.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms,

greedy, math

[usuyus's solution](#)

161.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[usuyus's solution](#)

162.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[usuyus's solution](#)

163.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[usuyus's solution](#)

164.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: implementation

[usuyus's solution](#)

165.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,462 global accepts · Rating: 1000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, math

[usuyus's solution](#)

166.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[usuyus's solution](#)

167.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[usuyus's solution](#)

168.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: bitmasks

[usuyus's solution](#)

169.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[usuyus's solution](#)

170.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: math

[usuyus's solution](#)

171.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2019-04-23 · last AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[usuyus's solution](#)

172.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[usuyus's solution](#)

173.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[usuyus's solution](#)

174.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[usuyus's solution](#)

175.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[usuyus's solution](#)

176.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[usuyus's solution](#)

177.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[usuyus's solution](#)

178.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2018-12-08 · GNU C11 (first AC) · Tags: implementation, strings
[usuyus's solution](#)

179.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · Python 3 (first AC) · Tags: dfs and similar, graphs, implementation
[usuyus's solution](#)

180.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2018-09-29 · GNU C11 (first AC) · Tags: math
[usuyus's solution](#)

181.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[usuyus's solution](#)

182.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[usuyus's solution](#)

183.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[usuyus's solution](#)

184.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[usuyus's solution](#)

185.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[usuyus's solution](#)

186.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[usuyus's solution](#)

187.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[usuyus's solution](#)

188.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[usuyus's solution](#)

189.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[usuyus's solution](#)

190.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[usuyus's solution](#)

191.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[usuyus's solution](#)

192.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

193.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[usuyus's solution](#)

194.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[usuyus's solution](#)

195.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

196.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[usuyus's solution](#)

197.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[usuyus's solution](#)

198.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[usuyus's solution](#)

199.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[usuyus's solution](#)

200.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[usuyus's solution](#)

201.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[usuyus's solution](#)

202.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[usuyus's solution](#)

203.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[usuyus's solution](#)

204.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math
[usuyus's solution](#)

205.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: brute force, greedy
[usuyus's solution](#)

206.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[usuyus's solution](#)

207.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[usuyus's solution](#)

208.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[usuyus's solution](#)

209.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[usuyus's solution](#)

210.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[usuyus's solution](#)

211.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[usuyus's solution](#)

212.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, math
[usuyus's solution](#)

213.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[usuyus's solution](#)

214.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[usuyus's solution](#)

215.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[usuyus's solution](#)

216.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[usuyus's solution](#)

217.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2018-12-09 · GNU C11 (first AC) · Tags: *special, greedy, implementation
[usuyus's solution](#)

218.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[usuyus's solution](#)

219.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[usuyus's solution](#)

220.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[usuyus's solution](#)

221.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[usuyus's solution](#)

222.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[usuyus's solution](#)

223.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[usuyus's solution](#)

224.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[usuyus's solution](#)

225.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[usuyus's solution](#)

226.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[usuyus's solution](#)

227.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[usuyus's solution](#)

228.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[usuyus's solution](#)

229.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[usuyus's solution](#)

230.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[usuyus's solution](#)

231.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[usuyus's solution](#)

232.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[usuyus's solution](#)

233.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[usuyus's solution](#)

234.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[usuyus's solution](#)

235.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math
[usuyus's solution](#)

236.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math
[usuyus's solution](#)

237.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation
[usuyus's solution](#)

238.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers
[usuyus's solution](#)

239.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[usuyus's solution](#)

240.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math
[usuyus's solution](#)

241.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[usuyus's solution](#)

242.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[usuyus's solution](#)

243.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[usuyus's solution](#)

244.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[usuyus's solution](#)

245.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[usuyus's solution](#)

246.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[usuyus's solution](#)

247.

6C

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

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[usuyus's solution](#)

248.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[usuyus's solution](#)

249.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-12-16 · GNU C11 (first AC) · Tags: greedy

[usuyus's solution](#)

250.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-17 · GNU C11 (first AC) · Tags: implementation, sortings

[usuyus's solution](#)

251.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[usuyus's solution](#)

252.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

253.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

254.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[usuyus's solution](#)

255.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[usuyus's solution](#)

256.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[usuyus's solution](#)

257.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[usuyus's solution](#)

258.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[usuyus's solution](#)

259.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[usuyus's solution](#)

260.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[usuyus's solution](#)

261.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[usuyus's solution](#)

262.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[usuyus's solution](#)

263.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[usuyus's solution](#)

264.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[usuyus's solution](#)

265.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[usuyus's solution](#)

266.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[usuyus's solution](#)

267.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[usuyus's solution](#)

268.

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: greedy, two pointers

[usuyus's solution](#)

269.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[usuyus's solution](#)

270.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[usuyus's solution](#)

271.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[usuyus's solution](#)

272.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[usuyus's solution](#)

273.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[usuyus's solution](#)

274.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-31 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[usuyus's solution](#)

275.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

276.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[usuyus's solution](#)

277.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[usuyus's solution](#)

278.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

279.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[usuyus's solution](#)

280.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[usuyus's solution](#)

281.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[usuyus's solution](#)

282.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[usuyus's solution](#)

283.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[usuyus's solution](#)

284.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[usuyus's solution](#)

285.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[usuyus's solution](#)

286.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[usuyus's solution](#)

287.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[usuyus's solution](#)

288.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[usuyus's solution](#)

289.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[usuyus's solution](#)

290.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[usuyus's solution](#)

291.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[usuyus's solution](#)

292.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[usuyus's solution](#)

293.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[usuyus's solution](#)

294.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[usuyus's solution](#)

295.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[usuyus's solution](#)

296.

1515C

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

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

[usuyus's solution](#)

297.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

number theory, sortings

[usuyus's solution](#)

298.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[usuyus's solution](#)

299.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[usuyus's solution](#)

300.

1494B

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

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[usuyus's solution](#)

301.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: greedy

[usuyus's solution](#)

302.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[usuyus's solution](#)

303.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[usuyus's solution](#)

304.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[usuyus's solution](#)

305.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[usuyus's solution](#)

306.

1453B

[Suffix Operations](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

307.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dp, implementation

[usuyus's solution](#)

308.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[usuyus's solution](#)

309.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[usuyus's solution](#)

310.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[usuyus's solution](#)

311.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[usuyus's solution](#)

312.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[usuyus's solution](#)

313.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[usuyus's solution](#)

314.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[usuyus's solution](#)

315.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu
[usuyus's solution](#)

316.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: greedy, sortings
[usuyus's solution](#)

317.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[usuyus's solution](#)

318.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[usuyus's solution](#)

319.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

320.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[usuyus's solution](#)

321.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-21 · last AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[usuyus's solution](#)

322.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[usuyus's solution](#)

323.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[usuyus's solution](#)

324.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[usuyus's solution](#)

325.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[usuyus's solution](#)

326.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[usuyus's solution](#)

327.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[usuyus's solution](#)

328.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[usuyus's solution](#)

329.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[usuyus's solution](#)

330.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[usuyus's solution](#)

331.

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
[usuyus's solution](#)

332.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[usuyus's solution](#)

333.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[usuyus's solution](#)

334.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[usuyus's solution](#)

335.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
[usuyus's solution](#)

336.

1515D

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

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

337.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[usuyus's solution](#)

338.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[usuyus's solution](#)

339.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[usuyus's solution](#)

340.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[usuyus's solution](#)

341.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[usuyus's solution](#)

342.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[usuyus's solution](#)

343.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[usuyus's solution](#)

344.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[usuyus's solution](#)

345.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[usuyus's solution](#)

346.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[usuyus's solution](#)

347.

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

348.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[usuyus's solution](#)

349.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[usuyus's solution](#)

350.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures

[usuyus's solution](#)

351.

1419D2

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

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[usuyus's solution](#)

352.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[usuyus's solution](#)

353.

1418C

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

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[usuyus's solution](#)

354.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: implementation, strings

[usuyus's solution](#)

355.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[usuyus's solution](#)

356.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: greedy, math

[usuyus's solution](#)

357.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[usuyus's solution](#)

358.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[usuyus's solution](#)

359.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[usuyus's solution](#)

360.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[usuyus's solution](#)

361.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[usuyus's solution](#)

362.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[usuyus's solution](#)

363.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
[usuyus's solution](#)

364.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[usuyus's solution](#)

365.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[usuyus's solution](#)

366.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[usuyus's solution](#)

367.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[usuyus's solution](#)

368.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[usuyus's solution](#)

369.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[usuyus's solution](#)

370.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[usuyus's solution](#)

371.

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

[usuyus's solution](#)

372.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[usuyus's solution](#)

373.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[usuyus's solution](#)

374.

1528A

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

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[usuyus's solution](#)

375.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[usuyus's solution](#)

376.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[usuyus's solution](#)

377.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[usuyus's solution](#)

378.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[usuyus's solution](#)

379.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[usuyus's solution](#)

380.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[usuyus's solution](#)

381.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[usuyus's solution](#)

382.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[usuyus's solution](#)

383.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[usuyus's solution](#)

384.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[usuyus's solution](#)

385.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[usuyus's solution](#)

386.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[usuyus's solution](#)

387.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[usuyus's solution](#)

388.

1475E

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

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[usuyus's solution](#)

389.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[usuyus's solution](#)

390.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[usuyus's solution](#)

391.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: binary search

[usuyus's solution](#)

392.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[usuyus's solution](#)

393.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures, dp, math

[usuyus's solution](#)

394.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[usuyus's solution](#)

395.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[usuyus's solution](#)

396.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[usuyus's solution](#)

397.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[usuyus's solution](#)

398.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[usuyus's solution](#)

399.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[usuyus's solution](#)

400.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[usuyus's solution](#)

401.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[usuyus's solution](#)

402.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[usuyus's solution](#)

403.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[usuyus's solution](#)

404.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[usuyus's solution](#)

405.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: trees
[usuyus's solution](#)

406.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings
[usuyus's solution](#)

407.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-16 · GNU C11 (first AC) · Tags: dfs and similar
[usuyus's solution](#)

408.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[usuyus's solution](#)

409.

1868B1

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

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

410.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[usuyus's solution](#)

411.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[usuyus's solution](#)

412.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[usuyus's solution](#)

413.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[usuyus's solution](#)

414.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[usuyus's solution](#)

415.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[usuyus's solution](#)

416.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[usuyus's solution](#)

417.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[usuyus's solution](#)

418.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[usuyus's solution](#)

419.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
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420.

1543D1

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421.

1528B

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422.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[usuyus's solution](#)

423.

1516C

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424.

1504D

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[usuyus's solution](#)

425.

1497E1

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426.

1091D

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

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427.

1485C

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Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

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428.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

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429.

1476D

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430.

1478C

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Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

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431.

1474C

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Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

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432.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings
[usuyus's solution](#)

433.

1467B

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Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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434.

1469D

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Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[usuyus's solution](#)

435.

1464A

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Rating: 1700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[usuyus's solution](#)

436.

1462E2

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Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[usuyus's solution](#)

437.

1453C

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Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[usuyus's solution](#)

438.

1451D

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Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math
[usuyus's solution](#)

439.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[usuyus's solution](#)

440.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[usuyus's solution](#)

441.

579C

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Rating: 1700 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, math
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442.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, trees

[usuyus's solution](#)

443.

1343D

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Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[usuyus's solution](#)

444.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[usuyus's solution](#)

445.

1202B

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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[usuyus's solution](#)

446.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[usuyus's solution](#)

447.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-09 · GNU C11 (first AC) · Tags: implementation, math

[usuyus's solution](#)

448.

2187B

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Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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449.

1862F

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Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

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450.

1856E1

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[usuyus's solution](#)

451.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · Haskell (first AC) · Tags: bitmasks, greedy, math, strings, trees

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452.

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

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453.

1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[usuyus's solution](#)

454.

1648B

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[usuyus's solution](#)

455.

1635D

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Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[usuyus's solution](#)

456.

1637D

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457.

1630B

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[usuyus's solution](#)

458.

1549D

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

Rating: 1800 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[usuyus's solution](#)

459.

1534D

[Lost Tree](#) · [Tutorial](#)

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460.

1509C

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Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[usuyus's solution](#)

461.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
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462.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[usuyus's solution](#)

463.

1501C

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Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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464.

830A

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465.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[usuyus's solution](#)

466.

1478D

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Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[usuyus's solution](#)

467.

845D

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[usuyus's solution](#)

468.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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469.

1466E

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470.

1463C

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471.

1462F

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472.

1450D

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473.

1446B

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[usuyus's solution](#)

474.

1443D

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475.

1420D

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476.

1409E

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477.

1338B

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478.

1296E1

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479.

1291D

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[usuyus's solution](#)

480.

603B

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482.

2180C

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483.

1918D

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484.

191C

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Quality: 9,226 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
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485.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
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486.

1799D1

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487.

1717D

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488.

1718A2

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Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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489.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
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490.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation
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491.

1375D

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Quality: 10,143 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
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492.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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493.

1627D

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Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
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494.

1383B

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Quality: 5,444 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[usuyus's solution](#)

495.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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496.

1545B

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497.

1509D

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Rating: 1900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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498.

1527B2

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Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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499.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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500.

1430E

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Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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501.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[usuyus's solution](#)

502.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[usuyus's solution](#)

503.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[usuyus's solution](#)

504.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[usuyus's solution](#)

505.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[usuyus's solution](#)

506.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[usuyus's solution](#)

507.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[usuyus's solution](#)

508.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[usuyus's solution](#)

509.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[usuyus's solution](#)

510.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[usuyus's solution](#)

511.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[usuyus's solution](#)

512.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[usuyus's solution](#)

513.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[usuyus's solution](#)

514.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: geometry, math, sortings
[usuyus's solution](#)

515.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math
[usuyus's solution](#)

516.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[usuyus's solution](#)

517.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[usuyus's solution](#)

518.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees
[usuyus's solution](#)

519.

20C

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Quality: 46,912 global accepts · Rating: 1900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[usuyus's solution](#)

520.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[usuyus's solution](#)

521.

1862G

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

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[usuyus's solution](#)

522.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[usuyus's solution](#)

523.

1716D

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Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
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524.

1696E

[Placing Jinas](#) · [Tutorial](#)

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525.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
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526.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
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527.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
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528.

1638D

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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529.

1244E

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Quality: 6,402 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
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530.

1634D

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531.

1632D

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532.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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533.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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534.

1612E

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Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

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535.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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536.

1558C

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537.

696C

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538.

1536D

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539.

1525C

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Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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540.

1521C

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541.

1082E

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[usuyus's solution](#)

542.

1514D

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543.

1513D

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544.

337D

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545.

1506F

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[usuyus's solution](#)

546.

1506G

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[usuyus's solution](#)

547.

1493C

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[usuyus's solution](#)

548.

961D

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[usuyus's solution](#)

549.

204C

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550.

1481D

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[usuyus's solution](#)

551.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[usuyus's solution](#)

552.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[usuyus's solution](#)

553.

1454E

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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[usuyus's solution](#)

554.

1451E1

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Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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555.

1438C

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556.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[usuyus's solution](#)

557.

1427C

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Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dp

[usuyus's solution](#)

558.

1426F

[Number of Subsequences · Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[usuyus's solution](#)

559.

1296E2

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, dp

[usuyus's solution](#)

560.

1919D

[01 Tree · Tutorial](#)

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561.

1868B2

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[usuyus's solution](#)

562.

1863E

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563.

1801D

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Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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564.

1387B1

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[usuyus's solution](#)

565.

1654D

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[usuyus's solution](#)

566.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
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567.

1628D1

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[usuyus's solution](#)

568.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[usuyus's solution](#)

569.

1606E

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[usuyus's solution](#)

570.

1605D

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571.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
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572.

1367F1

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Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
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573.

1516D

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[usuyus's solution](#)

574.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[usuyus's solution](#)

575.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[usuyus's solution](#)

576.

1499D

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

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577.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 2100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

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578.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees

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579.

877D

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Quality: 5,086 global accepts · Rating: 2100 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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580.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

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581.

1393D

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582.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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583.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

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584.

1454F

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Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

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585.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

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586.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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587.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: data structures

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588.

1433G

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Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[usuyus's solution](#)

589.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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590.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: dp, strings

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591.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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592.

1858D

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Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

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593.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[usuyus's solution](#)

594.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[usuyus's solution](#)

595.

1154G

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Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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596.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

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597.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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598.

1641C

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Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

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599.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

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600.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

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601.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

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602.

1627E

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Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[usuyus's solution](#)

603.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[usuyus's solution](#)

604.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[usuyus's solution](#)

605.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[usuyus's solution](#)

606.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[usuyus's solution](#)

607.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[usuyus's solution](#)

608.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[usuyus's solution](#)

609.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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610.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[usuyus's solution](#)

611.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[usuyus's solution](#)

612.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[usuyus's solution](#)

613.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs,

implementation

[usuyus's solution](#)

614.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[usuyus's solution](#)

615.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[usuyus's solution](#)

616.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures

[usuyus's solution](#)

617.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[usuyus's solution](#)

618.

902D

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Rating: 2200 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: math

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619.

1398E

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620.

369E

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621.

774H

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622.

448E

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623.

1406D

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1338C

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625.

526D

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626.

558E

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627.

1861E

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628.

1552E

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629.

1695D2

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630.

1654E

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631.

1623D

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632.

1625D

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633.

1628C

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1603C

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635.

1550D

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636.

1151F

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637.

1534E

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[usuyus's solution](#)

638.

1536E

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639.

1528C

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640.

1494D

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[usuyus's solution](#)

641.

1396C

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642.

877F

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643.

1476E

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644.

1450C2

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645.

1453E

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646.

1451E2

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647.

1422D

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648.

1189E

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649.

1882E1

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650.

1726E

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651.

1718C

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652.

1709E

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653.

1638E

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654.

1634E

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655.

1633E

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[usuyus's solution](#)

656.

1630D

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657.

1628D2

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658.

1608D

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659.

1527D

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Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

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660.

1367F2

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661.

1083E

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662.

498D

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[usuyus's solution](#)

663.

1473E

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664.

1443E

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Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, two pointers
[usuyus's solution](#)

665.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
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666.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
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667.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
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668.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
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669.

1375E

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[usuyus's solution](#)

670.

1550E

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Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
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671.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[usuyus's solution](#)

672.

1479C

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Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[usuyus's solution](#)

673.

1471E

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Rating: 2500 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
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674.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
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675.

1778F

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676.

1554E

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677.

1208F

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678.

173E

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679.

1614E

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680.

1493E

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681.

1312G

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Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp
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682.

725E

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683.

1634F

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Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

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684.

1627F

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Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

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685.

455D

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Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures

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686.

1625E2

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Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[usuyus's solution](#)

687.

1375G

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Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[usuyus's solution](#)

688.

2214A

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Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

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689.

103388G

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Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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