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Unique solved — vlatko

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

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Count: 482

- 1.**
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- 2.**
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- 3.**
2218A
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Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math
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- 4.**
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- 5.**
2178A
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- 6.**
2173A
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- 7.**
2162A
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- 8.**
2149B
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- 9.**
2149A
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10.

2110A

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11.

2107A

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12.

2086A

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13.

2074B

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14.

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15.

2071A

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2042A

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19.

2029A

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20.

2036B

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21.

2036A

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2032A

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2009A

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25.

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26.

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27.

2004A

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28.

1842A

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29.

1840A

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30.

1828A

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31.

1795A

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32.

1777A

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33.

1759B

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34.

1759A

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35.

1750B

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36.

1750A

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37.

1743B

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38.

1743A

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39.

1696A

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40.

1672B

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41.

1672A

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42.

1671A

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43.

1621A

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44.

1556A

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1552A

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46.

1553A

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47.

1536A

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48.

1520B

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49.

1520A

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50.

1515A

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51.

1519B

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54.

1516A

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1514A

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56.

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1512B

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59.

1466B

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60.

1466A

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61.

1450A

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63.

1428A

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1325B

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71.

1325A

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72.

1305A

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73.

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74.

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1303A

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76.

1285A

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78.

1284A

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79.

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80.

1257A

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81.

1244A

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1241A

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83.

1220A

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84.

1209A

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86.

1196A

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87.

1186A

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88.

1183A

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1180A

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1099A

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92.

1097A

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94.

2210B

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95.

2178B

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96.

2149C

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97.

2110B

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98.

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99.

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102.

1777B

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103.

1771A

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106.

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107.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,693 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games

[vlatko's solution](#)

108.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[vlatko's solution](#)

109.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[vlatko's solution](#)

110.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[vlatko's solution](#)

111.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[vlatko's solution](#)

112.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[vlatko's solution](#)

113.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[vlatko's solution](#)

114.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

115.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation

[vlatko's solution](#)

116.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[vlatko's solution](#)

117.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[vlatko's solution](#)

118.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[vlatko's solution](#)

119.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[vlatko's solution](#)

120.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vlatko's solution](#)

121.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[vlatko's solution](#)

122.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[vlatko's solution](#)

123.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[vlatko's solution](#)

124.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

[vlatko's solution](#)

125.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[vlatko's solution](#)

126.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[vlatko's solution](#)

127.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[vlatko's solution](#)

128.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[vlatko's solution](#)

129.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

130.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: implementation
[vlatko's solution](#)

131.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
[vlatko's solution](#)

132.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math
[vlatko's solution](#)

133.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[vlatko's solution](#)

134.

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: brute force, strings
[vlatko's solution](#)

135.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[vlatko's solution](#)

136.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math
[vlatko's solution](#)

137.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math
[vlatko's solution](#)

138.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation
[vlatko's solution](#)

139.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[vlatko's solution](#)

140.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[vlatko's solution](#)

141.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

142.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[vlatko's solution](#)

143.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[vlatko's solution](#)

144.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[vlatko's solution](#)

145.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[vlatko's solution](#)

146.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[vlatko's solution](#)

147.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[vlatko's solution](#)

148.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[vlatko's solution](#)

149.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vlatko's solution](#)

150.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[vlatko's solution](#)

151.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vlatko's solution](#)

152.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vlatko's solution](#)

153.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[vlatko's solution](#)

154.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[vlatko's solution](#)

155.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[vlatko's solution](#)

156.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[vlatko's solution](#)

157.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[vlatko's solution](#)

158.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[vlatko's solution](#)

159.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[vlatko's solution](#)

160.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[vlatko's solution](#)

161.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[vlatko's solution](#)

162.

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
[vlatko's solution](#)

163.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[vlatko's solution](#)

164.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[vlatko's solution](#)

165.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[vlatko's solution](#)

166.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math
[vlatko's solution](#)

167.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search
[vlatko's solution](#)

168.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math
[vlatko's solution](#)

169.

1202A

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

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[vlatko's solution](#)

170.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[vlatko's solution](#)

171.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[vlatko's solution](#)

172.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[vlatko's solution](#)

173.

2210C1

[A Simple GCD Problem \(Easy Version\) · Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[vlatko's solution](#)

174.

2178C

[First or Second · Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[vlatko's solution](#)

175.

2149D

[A and B · Tutorial](#)

Quality: 19,361 global accepts · Rating: 1200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: strings
[vlatko's solution](#)

176.

1671C

[Dolce Vita · Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[vlatko's solution](#)

177.

1553C

[Penalty · Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[vlatko's solution](#)

178.

1536B

[Prinzessin der Verurteilung · Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[vlatko's solution](#)

179.

1520D

[Same Differences · Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: data structures, hashing, math
[vlatko's solution](#)

180.

1517B

[Morning Jogging · Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[vlatko's solution](#)

181.

1514B

[AND 0, Sum Big · Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math
[vlatko's solution](#)

182.

1512D

[Corrupted Array · Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[vlatko's solution](#)

183.

1512C

[A-B Palindrome · Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation,

strings

[vlatko's solution](#)

184.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[vlatko's solution](#)

185.

1399C

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

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[vlatko's solution](#)

186.

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

[vlatko's solution](#)

187.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

188.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[vlatko's solution](#)

189.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[vlatko's solution](#)

190.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

191.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[vlatko's solution](#)

192.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[vlatko's solution](#)

193.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: games

[vlatko's solution](#)

194.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[vlatko's solution](#)

195.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[vlatko's solution](#)

196.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[vlatko's solution](#)

197.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[vlatko's solution](#)

198.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[vlatko's solution](#)

199.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vlatko's solution](#)

200.

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

[vlatko's solution](#)

201.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[vlatko's solution](#)

202.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[vlatko's solution](#)

203.

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

[vlatko's solution](#)

204.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[vlatko's solution](#)

205.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[vlatko's solution](#)

206.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

207.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[vlatko's solution](#)

208.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[vlatko's solution](#)

209.

1260B

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

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

[vlatko's solution](#)

210.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[vlatko's solution](#)

211.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: games, greedy, strings

[vlatko's solution](#)

212.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[vlatko's solution](#)

213.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[vlatko's solution](#)

214.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[vlatko's solution](#)

215.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[vlatko's solution](#)

216.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

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217.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[vlatko's solution](#)

218.

2162D

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Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[vlatko's solution](#)

219.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vlatko's solution](#)

220.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

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221.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[vlatko's solution](#)

222.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[vlatko's solution](#)

223.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[vlatko's solution](#)

224.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[vlatko's solution](#)

225.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vlatko's solution](#)

226.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[vlatko's solution](#)

227.

1519C

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Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[vlatko's solution](#)

228.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[vlatko's solution](#)

229.

1513B

[AND Sequences](#) · [Tutorial](#)

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

[vlatko's solution](#)

230.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[vlatko's solution](#)

231.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[vlatko's solution](#)

232.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: interactive

[vlatko's solution](#)

233.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[vlatko's solution](#)

234.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[vlatko's solution](#)

235.

1374D

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

Quality: 31,100 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[vlatko's solution](#)

236.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[vlatko's solution](#)

237.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[vlatko's solution](#)

238.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[vlatko's solution](#)

239.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[vlatko's solution](#)

240.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[vlatko's solution](#)

241.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[vlatko's solution](#)

242.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[vlatko's solution](#)

243.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[vlatko's solution](#)

244.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[vlatko's solution](#)

245.

1215B

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

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[vlatko's solution](#)

246.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[vlatko's solution](#)

247.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings
[vlatko's solution](#)

248.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, sortings
[vlatko's solution](#)

249.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[vlatko's solution](#)

250.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[vlatko's solution](#)

251.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[vlatko's solution](#)

252.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[vlatko's solution](#)

253.

2070C

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

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[vlatko's solution](#)

254.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[vlatko's solution](#)

255.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[vlatko's solution](#)

256.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vlatko's solution](#)

257.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[vlatko's solution](#)

258.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[vlatko's solution](#)

259.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[vlatko's solution](#)

260.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[vlatko's solution](#)

261.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[vlatko's solution](#)

262.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[vlatko's solution](#)

263.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[vlatko's solution](#)

264.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[vlatko's solution](#)

265.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[vlatko's solution](#)

266.

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

[vlatko's solution](#)

267.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[vlatko's solution](#)

268.

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[vlatko's solution](#)

269.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[vlatko's solution](#)

270.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[vlatko's solution](#)

271.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[vlatko's solution](#)

272.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[vlatko's solution](#)

273.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[vlatko's solution](#)

274.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[vlatko's solution](#)

275.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[vlatko's solution](#)

276.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[vlatko's solution](#)

277.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[vlatko's solution](#)

278.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[vlatko's solution](#)

279.

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[vlatko's solution](#)

280.

1213D1

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

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[vlatko's solution](#)

281.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[vlatko's solution](#)

282.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[vlatko's solution](#)

283.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[vlatko's solution](#)

284.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[vlatko's solution](#)

285.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[vlatko's solution](#)

286.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[vlatko's solution](#)

287.

1180C

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

Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[vlatko's solution](#)

288.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, strings

[vlatko's solution](#)

289.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[vlatko's solution](#)

290.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[vlatko's solution](#)

291.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[vlatko's solution](#)

292.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[vlatko's solution](#)

293.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[vlatko's solution](#)

294.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[vlatko's solution](#)

295.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[vlatko's solution](#)

296.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[vlatko's solution](#)

297.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[vlatko's solution](#)

298.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[vlatko's solution](#)

299.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[vlatko's solution](#)

300.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[vlatko's solution](#)

301.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[vlatko's solution](#)

302.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[vlatko's solution](#)

303.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[vlatko's solution](#)

304.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[vlatko's solution](#)

305.

1213D2

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

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[vlatko's solution](#)

306.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[vlatko's solution](#)

307.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[vlatko's solution](#)

308.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: probabilities

[vlatko's solution](#)

309.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation

[vlatko's solution](#)

310.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vlatko's solution](#)

311.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[vlatko's solution](#)

312.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[vlatko's solution](#)

313.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[vlatko's solution](#)

314.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[vlatko's solution](#)

315.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[vlatko's solution](#)

316.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[vlatko's solution](#)

317.

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

[vlatko's solution](#)

318.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[vlatko's solution](#)

319.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[vlatko's solution](#)

320.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[vlatko's solution](#)

321.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[vlatko's solution](#)

322.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[vlatko's solution](#)

323.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[vlatko's solution](#)

324.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy
[vlatko's solution](#)

325.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[vlatko's solution](#)

326.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[vlatko's solution](#)

327.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[vlatko's solution](#)

328.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy
[vlatko's solution](#)

329.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math
[vlatko's solution](#)

330.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[vlatko's solution](#)

331.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths
[vlatko's solution](#)

332.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[vlatko's solution](#)

333.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[vlatko's solution](#)

334.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[vlatko's solution](#)

335.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[vlatko's solution](#)

336.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[vlatko's solution](#)

337.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[vlatko's solution](#)

338.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vlatko's solution](#)

339.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[vlatko's solution](#)

340.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[vlatko's solution](#)

341.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vlatko's solution](#)

342.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[vlatko's solution](#)

343.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[vlatko's solution](#)

344.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[vlatko's solution](#)

345.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[vlatko's solution](#)

346.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[vlatko's solution](#)

347.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[vlatko's solution](#)

348.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two

pointers

[vlatko's solution](#)

349.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[vlatko's solution](#)

350.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[vlatko's solution](#)

351.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[vlatko's solution](#)

352.

1180D

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

Rating: 1800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[vlatko's solution](#)

353.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[vlatko's solution](#)

354.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[vlatko's solution](#)

355.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[vlatko's solution](#)

356.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[vlatko's solution](#)

357.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[vlatko's solution](#)

358.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[vlatko's solution](#)

359.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[vlatko's solution](#)

360.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[vlatko's solution](#)

361.

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

[vlatko's solution](#)

362.

1545B

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

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

[vlatko's solution](#)

363.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[vlatko's solution](#)

364.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[vlatko's solution](#)

365.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[vlatko's solution](#)

366.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[vlatko's solution](#)

367.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[vlatko's solution](#)

368.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[vlatko's solution](#)

369.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[vlatko's solution](#)

370.

1260D

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

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

[vlatko's solution](#)

371.

1200D

[White Lines](#) · [Tutorial](#)

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

[vlatko's solution](#)

372.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[vlatko's solution](#)

373.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation

[vlatko's solution](#)

374.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[vlatko's solution](#)

375.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[vlatko's solution](#)

376.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vlatko's solution](#)

377.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[vlatko's solution](#)

378.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[vlatko's solution](#)

379.

1427D

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

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

380.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: dp
[vlatko's solution](#)

381.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[vlatko's solution](#)

382.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[vlatko's solution](#)

383.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[vlatko's solution](#)

384.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[vlatko's solution](#)

385.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[vlatko's solution](#)

386.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[vlatko's solution](#)

387.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp
[vlatko's solution](#)

388.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[vlatko's solution](#)

389.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[vlatko's solution](#)

390.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[vlatko's solution](#)

391.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[vlatko's solution](#)

392.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[vlatko's solution](#)

393.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[vlatko's solution](#)

394.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[vlatko's solution](#)

395.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[vlatko's solution](#)

396.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[vlatko's solution](#)

397.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[vlatko's solution](#)

398.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[vlatko's solution](#)

399.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[vlatko's solution](#)

400.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[vlatko's solution](#)

401.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[vlatko's solution](#)

402.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[vlatko's solution](#)

403.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[vlatko's solution](#)

404.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[vlatko's solution](#)

405.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[vlatko's solution](#)

406.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[vlatko's solution](#)

407.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[vlatko's solution](#)

408.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[vlatko's solution](#)

409.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[vlatko's solution](#)

410.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[vlatko's solution](#)

411.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[vlatko's solution](#)

412.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[vlatko's solution](#)

413.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[vlatko's solution](#)

414.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[vlatko's solution](#)

415.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[vlatko's solution](#)

416.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[vlatko's solution](#)

417.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp

[vlatko's solution](#)

418.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[vlatko's solution](#)

419.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[vlatko's solution](#)

420.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[vlatko's solution](#)

421.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees

[vlatko's solution](#)

422.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,482 global accepts · Rating: — · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vlatko's solution](#)

423.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,943 global accepts · Rating: — · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vlatko's solution](#)

424.

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[vlatko's solution](#)

425.

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[vlatko's solution](#)

426.

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[vlatko's solution](#)

427.

102365D

[Astrodirections](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —

[vlatko's solution](#)

428.

102365B

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

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —

[vlatko's solution](#)

429.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —

[vlatko's solution](#)

430.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

431.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

432.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

433.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

434.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

435.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

436.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

437.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

438.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

439.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[vlatko's solution](#)

440.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[vlatko's solution](#)

441.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[vlatko's solution](#)

442.

101856K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

443.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

444.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

445.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

446.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

447.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

448.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[vlatko's solution](#)

449.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[vlatko's solution](#)

450.

102392G

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Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[vlatko's solution](#)

451.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

452.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

453.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

454.

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

455.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[vlatko's solution](#)

456.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

457.

101755L

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[vlatko's solution](#)

458.

101755K

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459.

101755H

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460.

101755C

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461.

101755M

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462.

101755B

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463.

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464.

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465.

101755A

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Rating: — · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

466.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

467.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

468.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

469.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
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470.

101853J

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Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

471.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

472.

100090I

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Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

473.

100090H

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474.

100090A

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Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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475.

100090J

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476.

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Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —
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477.

100090C

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Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —
[vlatko's solution](#)

478.

100090D

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479.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —
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480.

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[vlatko's solution](#)

481.

100090K

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Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —
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482.

100090L

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