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- 101.**
2030A
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- 103.**
2022A
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- 104.**
1919B
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105.

1919A

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106.

1928A

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107.

2021A

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108.

1930A

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109.

1966A

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110.

2020A

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111.

2019A

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112.

2013A

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113.

1972A

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114.

1920A

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115.

2009B

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Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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116.

2009A

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Quality: 72,983 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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117.

2007A

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118.

2010A

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119.

2010B

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120.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
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121.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

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122.

1957A

[Stickogon](#) · [Tutorial](#)

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123.

2001B

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124.

2001A

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Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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125.

1903A

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Quality: 79,706 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
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126.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-31 · last AC: 2024-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy, implementation, math

[www.com's solution](#)

127.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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128.

2000B

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129.

2000A

[Primary Task](#) · [Tutorial](#)

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[www.com's solution](#)

130.

2002A

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131.

1999C

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132.

1999A

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133.

1998A

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134.

1993A

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135.

1997A

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[www.com's solution](#)

136.

1991A

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137.

1996B

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Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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138.

1996A

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139.

1995A

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140.

1994A

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141.

1956B

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Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[www.com's solution](#)

142.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

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143.

1992B

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144.

1992A

[Only Pluses](#) · [Tutorial](#)

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[www.com's solution](#)

145.

1983A

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Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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146.

1987A

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[www.com's solution](#)

147.

1989A

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148.

1982A

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Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[www.com's solution](#)

149.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

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150.

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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151.

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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152.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[www.com's solution](#)

153.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[www.com's solution](#)

154.

1980A

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Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[www.com's solution](#)

155.

1979A

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156.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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157.

1976A

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158.

1977A

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159.

1975A

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160.

1974B

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161.

1974A

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162.

1971B

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163.

1971A

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164.

1969A

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165.

1955A

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Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
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166.

1942A

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167.

1946A

[Median of an Array](#) · [Tutorial](#)

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168.

1944A

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Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

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169.

1948A

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

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170.

1935A

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Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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171.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[www.com's solution](#)

172.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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173.

2171B

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Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[www.com's solution](#)

174.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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175.

2132B

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Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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176.

1879B

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177.

2125B

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Quality: 27,371 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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178.

2028A

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Quality: 20,309 global accepts · Rating: 900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[www.com's solution](#)

179.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
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180.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
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181.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings
[www.com's solution](#)

182.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[www.com's solution](#)

183.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers
[www.com's solution](#)

184.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy
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185.

2048B

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186.

2047B

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187.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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188.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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189.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: strings

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190.

2031B

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Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

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191.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[www.com's solution](#)

192.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[www.com's solution](#)

193.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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194.

2005A

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

Quality: 26,250 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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195.

1972B

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Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: games

[www.com's solution](#)

196.

2007B

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Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[www.com's solution](#)

197.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[www.com's solution](#)

198.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[www.com's solution](#)

199.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[www.com's solution](#)

200.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[www.com's solution](#)

201.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[www.com's solution](#)

202.

1992C

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203.

1973A

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204.

1971C

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205.

1951A

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206.

2192B

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207.

2164B

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208.

2167D

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209.

2147B

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210.

2143B

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211.

2132C1

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212.

1913B

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213.

2124B

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214.

2123C

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215.

2120B

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216.

2104B

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217.

2092B

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218.

2091C

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219.

2090B

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220.

2055B

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221.

2057B

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222.

2040B

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223.

2034B

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224.

2039B

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225.

1916B

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226.

1888B

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227.

1930B

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228.

2005B1

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229.

2004B

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230.

2000C

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231.

2002B

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232.

1999B

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233.

1998B

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234.

1987B

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235.

1986B

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236.

1979B

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237.

1975B

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238.

1969B

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239.

1955B

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240.

2211B

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241.

2183B

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242.

2171C1

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243.

1842B

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244.

2138A

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245.

2131C

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246.

1902B

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247.

2128B

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248.

2125C

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Quality: 22,755 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
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249.

2122B

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Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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250.

2111C

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251.

2111B

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252.

2096B

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253.

2107B

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[www.com's solution](#)

254.

2104C

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Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[www.com's solution](#)

255.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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256.

2084B

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257.

2086B

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258.

2078B

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259.

2071B

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Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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260.

2070B

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261.

2064B

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262.

2063B

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263.

2061B

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264.

2043B

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265.

1867B

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266.

1901B

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267.

1917B

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268.

2029B

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269.

2032B

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270.

2024B

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271.

2027B

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272.

2030C

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273.

2025B

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274.

1966B

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275.

1920B

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276.

2009C

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277.

2004C

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278.

1999D

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279.

1993B

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280.

1997C

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281.

1997B

[Make Three Regions](#) · [Tutorial](#)

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282.

1991B

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Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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283.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[www.com's solution](#)

284.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[www.com's solution](#)

285.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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286.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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287.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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288.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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289.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

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290.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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291.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[www.com's solution](#)

292.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
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293.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[www.com's solution](#)

294.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
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295.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
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296.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: games, math
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297.

2182C

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Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[www.com's solution](#)

298.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[www.com's solution](#)

299.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[www.com's solution](#)

300.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[www.com's solution](#)

301.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[www.com's solution](#)

302.

2135A

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303.

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304.

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305.

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307.

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313.

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317.

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322.

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323.

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1996C

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336.

1990B

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348.

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353.

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354.

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369.

2056B

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370.

2049B

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371.

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373.

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377.

2021C1

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378.

1999E

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379.

1991C

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1988C

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381.

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1984C1

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383.

1980C

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384.

1981B

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385.

1973B

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386.

1922C

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387.

1955C

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388.

1942C1

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389.

1944C

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390.

1948C

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391.

2190B1

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392.

2158C

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393.

2157C

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394.

2171C2

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395.

2171D

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396.

2164C

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397.

1896C

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398.

2152C

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399.

2133C

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400.

2132C2

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401.

2131D

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402.

2131E

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403.

1895C

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404.

2127C

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405.

2123E

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406.

2120C

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407.

2028B

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408.

2111D

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409.

2110C

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2098C

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411.

2098B

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412.

2104D

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413.

2084C

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414.

2066A

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2055C

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416.

2034C

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417.

1901C

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418.

1888D1

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419.

1888C

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420.

2032C

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421.

2035C

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422.

1919C

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423.

1966C

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424.

2020C

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425.

2013C

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426.

1972D1

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427.

1972C

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2009E

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429.

2009D

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430.

1903C

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431.

1918C

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432.

2000E

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433.

1993C

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434.

1983C

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435.

1989C

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436.

1986D

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437.

1980D

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438.

1974D

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439.

1974C

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440.

1955D

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441.

1951C

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442.

2205C

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443.

2183D1

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444.

2183C

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445.

1842C

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446.

2153C

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447.

2146D1

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448.

2147C

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449.

2108C

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450.

2115A

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451.

2109C1

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452.

2107C

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453.

2075C

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454.

2078C

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455.

2070C

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456.

2072E

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457.

2069C

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458.

1795C

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460.

2053C

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461.

2049C

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462.

1898B

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463.

2027C

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464.

2026C

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465.

1614C

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466.

2007C

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467.

2003D1

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468.

2001C

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Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

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469.

1999G1

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470.

1999F

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Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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471.

1997D

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472.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, math, number theory

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473.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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474.

1971E

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475.

2196B

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476.

2207C

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477.

2207B

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478.

2182D

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479.

2157D

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Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

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480.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

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481.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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482.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

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483.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[www.com's solution](#)

484.

1497C2

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

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485.

2132D

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Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

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486.

2129B

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487.

2128D

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Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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488.

2125D

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489.

2117E

[Lost Soul](#) · [Tutorial](#)

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490.

2028C

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Quality: 9,984 global accepts · Rating: 1600 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

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491.

2103C

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Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

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492.

2084D

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Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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493.

2082B

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Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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494.

2085C

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495.

2070D

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496.

2059C

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497.

2063C

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498.

2061D

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499.

2061C

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500.

1795D

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501.

2043C

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502.

2048D

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503.

2040C

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504.

2047D

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505.

2034D

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506.

1917C

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507.

2019C

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508.

1920C

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509.

2004D

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510.

1904D1

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511.

1996E

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512.

1994C

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513.

1907E

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514.

1978D

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515.

1980E

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Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[www.com's solution](#)

516.

1957C

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Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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517.

1971F

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518.

1822E

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519.

1886C

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Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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520.

2205D

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521.

2201B

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522.

2201A2

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523.

2178D

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524.

2161B

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Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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525.

1896D

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526.

2159A

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527.

1497E1

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

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[www.com's solution](#)

528.

2152D

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[www.com's solution](#)

529.

2147D

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Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

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530.

2135B

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531.

2132E

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532.

1879D

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[www.com's solution](#)

533.

2124D

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Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
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534.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

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[www.com's solution](#)

535.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[www.com's solution](#)

536.

2113C

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[www.com's solution](#)

537.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[www.com's solution](#)

538.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[www.com's solution](#)

539.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[www.com's solution](#)

540.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2024-08-18 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[www.com's solution](#)

541.

2104E

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Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
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542.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

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543.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[www.com's solution](#)

544.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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545.

2071C

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Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

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546.

2072F

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Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[www.com's solution](#)

547.

1822G1

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Quality: 9,479 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

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548.

2053D

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549.

2050F

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550.

2039D

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551.

1898C

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552.

1901D

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553.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-11-21 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math
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554.

2031D

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555.

2029C

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Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
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556.

2024D

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557.

2027D1

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558.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
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559.

1930C

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560.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
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561.

2009F

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Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
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562.

2007D

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Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

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563.

1999G2

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Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

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564.

1995B2

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565.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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566.

1873H

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567.

1950F

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Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[www.com's solution](#)

568.

1992E

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Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

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569.

1983D

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Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[www.com's solution](#)

570.

1982D

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Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[www.com's solution](#)

571.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[www.com's solution](#)

572.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[www.com's solution](#)

573.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[www.com's solution](#)

574.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[www.com's solution](#)

575.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[www.com's solution](#)

576.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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577.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[www.com's solution](#)

578.

2211C2

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

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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579.

2196C1

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Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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580.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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581.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

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582.

2182E

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Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[www.com's solution](#)

583.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · last AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

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584.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

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585.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

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586.

2143D1

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2111E

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2021C2

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2000F

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2002D1

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676.

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677.

1627D

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1700D

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770.

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771.

2115B

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2107D

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2061F1

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1006F

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783.

1516D

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784.

1446C

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786.

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787.

1919D

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1920E

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789.

1762D

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790.

2005E1

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1998D

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1614D1

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794.

1493D

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795.

2008H

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1975E

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1787E

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799.

2004E

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800.

1971H

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801.

2208D2

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2207D

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803.

617E

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804.

2173E

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805.

1635E

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806.

1659E

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2060F

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2118D2

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811.

2112E

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812.

2113D

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2085E

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2072G

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815.

2062D

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816.

2056D

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817.

2065H

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818.

1858D

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819.

1822G2

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820.

1867E2

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821.

1901E

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2030E

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823.

2025E

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824.

2019F

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825.

1985H2

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826.

2013E

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827.

1993D

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828.

1972D2

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829.

1954E

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830.

1991F

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831.

1996G

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832.

1997E

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833.

2187C

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834.

1797E

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835.

2182F1

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dp, math

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836.

2180E

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837.

2159C

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838.

438D

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839.

2120E

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840.

2129C3

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841.

2110E

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842.

2098D

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843.

2091G

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844.

2090E2

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845.

2078F

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846.

1988E

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847.

2057E1

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848.

2066C

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849.

311E

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850.

1955H

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851.

2063E

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852.

2043E

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853.

2028E

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854.

2035E

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855.

2021E1

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856.

1614D2

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857.

1780F

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858.

1824B2

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859.

2002D2

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1983E

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862.

1977D

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863.

2110F

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864.

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865.

1527D

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866.

1000F

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867.

2171H

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869.

2060G

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870.

1526E

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871.

2143E

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872.

449D

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873.

2096E

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874.

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875.

342E

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876.

1879E

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877.

1902F

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878.

1913E

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879.

2086E

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880.

2111F

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881.

2109E

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882.

1764E

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883.

2063F1

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884.

2064E

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885.

2066D1

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886.

959F

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887.

2032E

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2005D

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889.

2035F

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890.

2211E

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891.

2165D

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893.

2201D

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894.

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895.

2159D1

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896.

2152F

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897.

1691F

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898.

1497D

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899.

997C

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Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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900.

1251F

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Quality: 978 global accepts · Rating: 2500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

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901.

1100F

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902.

2125E

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Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

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903.

2021D

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904.

1764F

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905.

2057E2

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906.

2056E

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Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

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907.

813F

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Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

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908.

2021E2

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Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-10 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

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909.

2059E1

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910.

2026E

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911.

1903F

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912.

1903D2

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913.

1983F

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914.

1994F

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915.

2129D

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916.

2187D

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917.

2189E

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918.

1111D

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919.

2002F1

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920.

622F

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921.

662C

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922.

914G

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923.

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924.

2107E

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Quality: 935 global accepts · Rating: 2600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

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925.

2132G

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926.

2131H

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927.

2128E2

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928.

2109C3

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929.

2085F1

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930.

2064F

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931.

2042F

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932.

2053F

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933.

896C

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934.

1994G

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935.

2208E

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936.

2150D

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937.

452F

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938.

2032F

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939.

2144F

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940.

961G

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941.

2115C

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942.

2028F

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943.

2063F2

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944.

2043F

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945.

2025F

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946.

2022D2

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947.

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Quality: 653 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

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948.

2189F

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Quality: 227 global accepts · Rating: 2800 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

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949.

850F

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Quality: 762 global accepts · Rating: 2800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: math

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950.

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Quality: 576 global accepts · Rating: 2800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

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951.

2098F

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Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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952.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

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953.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

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954.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dfs and similar, dp, dsu, graphs, greedy, math, trees

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955.

2201E

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Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

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956.

2062F

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Quality: 613 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

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957.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

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958.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

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959.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

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960.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

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961.

2061G

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Quality: 498 global accepts · Rating: 2900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

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962.

2042E

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Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[www.com's solution](#)

963.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

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964.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

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965.

1025G

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Quality: 865 global accepts · Rating: 3200 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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966.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

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967.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

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968.

2066E

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Quality: 421 global accepts · Rating: 3300 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[www.com's solution](#)

969.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

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970.

2219C

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Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

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971.

2219B2

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Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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972.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

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973.

2219A

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Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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974.

103941B

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975.

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976.

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977.

103941K

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978.

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979.

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981.

103941G

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982.

103941E

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983.

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1039.

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