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Unique solved — yan.silva

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 2,228

1.

2078A

[Final Verdict](#) · [Tutorial](#)

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2.

1932A

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3.

1926B

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4.

1926A

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5.

1828A

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6.

1918A

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Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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7.

1220A

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Quality: 32,797 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

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8.

1006A

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Quality: 22,873 global accepts · Rating: 800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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9.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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10.

978B

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11.

978A

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12.

1589A

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13.

1472B

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14.

1472A

[Cards for Friends](#) · [Tutorial](#)

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15.

1582A

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16.

1594A

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17.

1866A

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18.

939A

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19.

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20.

1139A

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21.

1462B

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22.

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23.

1772B

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24.

1772A

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25.

1762A

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26.

1844A

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27.

1556A

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28.

1776A

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29.

1788A

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30.

1764A

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31.

1759B

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32.

1759A

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33.

1748A

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34.

1672B

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35.

1672A

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36.

1497A

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37.

1621A

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38.

1511A

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39.

1514A

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40.

282A

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41.

50A

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42.

231A

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43.

1189A

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44.

1409A

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45.

1370A

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46.

1348A

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47.

1343B

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48.

1335A

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49.

1328A

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Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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50.

1312A

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51.

977A

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52.

1003A

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53.

1183A

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54.

999A

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55.

1005A

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56.

1304A

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57.

200B

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58.

1191A

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59.

330A

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60.

1009A

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61.

1176A

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62.

1144A

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63.

1099A

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64.

1091A

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1828B

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67.

1918B

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68.

1589C

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69.

1582B

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70.

1462C

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71.

1764B

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72.

1588A

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73.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

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74.

1095B

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75.

1343A

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76.

1335B

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77.

1238A

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78.

1330A

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79.

1324A

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80.

977B

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81.

1183B

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82.

999B

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83.

1005B

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84.

1141B

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85.

841A

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86.

975A

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87.

1213A

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88.

1187A

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89.

1144B

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90.

1113A

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91.

978C

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92.

1589B

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93.

939B

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94.

1139B

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95.

1772C

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96.

1844B

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97.

1248A

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98.

1088B

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99.

118A

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100.

859B

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101.

1252A

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102.

1333A

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103.

1266B

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104.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[yan.silva's solution](#)

105.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

106.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yan.silva's solution](#)

107.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yan.silva's solution](#)

108.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

109.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[yan.silva's solution](#)

110.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

111.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yan.silva's solution](#)

112.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

113.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[yan.silva's solution](#)

114.

1144C

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

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[yan.silva's solution](#)

115.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation

[yan.silva's solution](#)

116.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math

[yan.silva's solution](#)

117.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[yan.silva's solution](#)

118.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[yan.silva's solution](#)

119.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[yan.silva's solution](#)

120.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yan.silva's solution](#)

121.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[yan.silva's solution](#)

122.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[yan.silva's solution](#)

123.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[yan.silva's solution](#)

124.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[yan.silva's solution](#)

125.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[yan.silva's solution](#)

126.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[yan.silva's solution](#)

127.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yan.silva's solution](#)

128.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yan.silva's solution](#)

129.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yan.silva's solution](#)

130.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · last AC: 2021-12-20 · GNU C++11 (first AC) · Tags: implementation, strings
[yan.silva's solution](#)

131.

495A

[Digital Counter · Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yan.silva's solution](#)

132.

1511C

[Yet Another Card Deck · Tutorial](#)

Quality: 32,808 global accepts · Rating: 1100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[yan.silva's solution](#)

133.

1511B

[GCD Length · Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yan.silva's solution](#)

134.

1334B

[Middle Class · Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yan.silva's solution](#)

135.

1409B

[Minimum Product · Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yan.silva's solution](#)

136.

1370B

[GCD Compression · Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yan.silva's solution](#)

137.

1335C

[Two Teams Composing · Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[yan.silva's solution](#)

138.

1263A

[Sweet Problem · Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

139.

1333B

[Kind Anton · Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yan.silva's solution](#)

140.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

141.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

142.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[yan.silva's solution](#)

143.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[yan.silva's solution](#)

144.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[yan.silva's solution](#)

145.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[yan.silva's solution](#)

146.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[yan.silva's solution](#)

147.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yan.silva's solution](#)

148.

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[yan.silva's solution](#)

149.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yan.silva's solution](#)

150.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yan.silva's solution](#)

151.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yan.silva's solution](#)

152.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yan.silva's solution](#)

153.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yan.silva's solution](#)

154.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yan.silva's solution](#)

155.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[yan.silva's solution](#)

156.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-06-10 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: math

[yan.silva's solution](#)

157.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[yan.silva's solution](#)

158.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yan.silva's solution](#)

159.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[yan.silva's solution](#)

160.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[yan.silva's solution](#)

161.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[yan.silva's solution](#)

162.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[yan.silva's solution](#)

163.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yan.silva's solution](#)

164.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[yan.silva's solution](#)

165.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[yan.silva's solution](#)

166.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[yan.silva's solution](#)

167.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-03-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[yan.silva's solution](#)

168.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yan.silva's solution](#)

169.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[yan.silva's solution](#)

170.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[yan.silva's solution](#)

171.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yan.silva's solution](#)

172.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[yan.silva's solution](#)

173.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yan.silva's solution](#)

174.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yan.silva's solution](#)

175.

754A

[Lesh and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yan.silva's solution](#)

176.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yan.silva's solution](#)

177.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[yan.silva's solution](#)

178.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yan.silva's solution](#)

179.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

180.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yan.silva's solution](#)

181.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

182.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[yan.silva's solution](#)

183.

1100C

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

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[yan.silva's solution](#)

184.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[yan.silva's solution](#)

185.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[yan.silva's solution](#)

186.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yan.silva's solution](#)

187.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[yan.silva's solution](#)

188.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yan.silva's solution](#)

189.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[yan.silva's solution](#)

190.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yan.silva's solution](#)

191.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yan.silva's solution](#)

192.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[yan.silva's solution](#)

193.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yan.silva's solution](#)

194.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[yan.silva's solution](#)

195.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

196.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yan.silva's solution](#)

197.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[yan.silva's solution](#)

198.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2020-03-04 · last AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yan.silva's solution](#)

199.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[yan.silva's solution](#)

200.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yan.silva's solution](#)

201.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yan.silva's solution](#)

202.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[yan.silva's solution](#)

203.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[yan.silva's solution](#)

204.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yan.silva's solution](#)

205.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[yan.silva's solution](#)

206.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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207.

1003B

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208.

221B

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Quality: 4,909 global accepts · Rating: 1300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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209.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yan.silva's solution](#)

210.

195B

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Quality: 5,512 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[yan.silva's solution](#)

211.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yan.silva's solution](#)

212.

189B

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Quality: 4,219 global accepts · Rating: 1300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yan.silva's solution](#)

213.

841C

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Rating: 1300 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yan.silva's solution](#)

214.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings
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215.

1176C

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Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-10 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[yan.silva's solution](#)

216.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[yan.silva's solution](#)

217.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: greedy, number theory

[yan.silva's solution](#)

218.

1100B

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Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation

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219.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

220.

1932D

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Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

221.

1932C

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Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[yan.silva's solution](#)

222.

1918C

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Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[yan.silva's solution](#)

223.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2023-11-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[yan.silva's solution](#)

224.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yan.silva's solution](#)

225.

978E

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[yan.silva's solution](#)

226.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[yan.silva's solution](#)

227.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[yan.silva's solution](#)

228.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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229.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[yan.silva's solution](#)

230.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[yan.silva's solution](#)

231.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[yan.silva's solution](#)

232.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[yan.silva's solution](#)

233.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[yan.silva's solution](#)

234.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[yan.silva's solution](#)

235.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2019-04-17 · last AC: 2021-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms,

interactive, math

[yan.silva's solution](#)

236.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yan.silva's solution](#)

237.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[yan.silva's solution](#)

238.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[yan.silva's solution](#)

239.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yan.silva's solution](#)

240.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[yan.silva's solution](#)

241.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

242.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yan.silva's solution](#)

243.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

244.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[yan.silva's solution](#)

245.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yan.silva's solution](#)

246.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[yan.silva's solution](#)

247.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[yan.silva's solution](#)

248.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[yan.silva's solution](#)

249.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yan.silva's solution](#)

250.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yan.silva's solution](#)

251.

197B

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Quality: 4,917 global accepts · Rating: 1400 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

252.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[yan.silva's solution](#)

253.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[yan.silva's solution](#)

254.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yan.silva's solution](#)

255.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yan.silva's solution](#)

256.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

257.

1191C

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

Rating: 1400 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yan.silva's solution](#)

258.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

259.

1215B

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Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[yan.silva's solution](#)

260.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

261.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[yan.silva's solution](#)

262.

1189C

[Candies!](#) · [Tutorial](#)

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

[yan.silva's solution](#)

263.

1144D

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Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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264.

1091C

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[yan.silva's solution](#)

265.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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266.

2078C

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Rating: 1500 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[yan.silva's solution](#)

267.

1926E

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Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

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268.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[yan.silva's solution](#)

269.

978F

[Mentors](#) · [Tutorial](#)

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270.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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271.

1139C

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Quality: 16,657 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[yan.silva's solution](#)

272.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[yan.silva's solution](#)

273.

1776L

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Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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274.

1759E

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Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

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275.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[yan.silva's solution](#)

276.

1484B

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Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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277.

1133D

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Quality: 16,449 global accepts · Rating: 1500 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
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278.

930A

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Quality: 8,387 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[yan.silva's solution](#)

279.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yan.silva's solution](#)

280.

276C

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Quality: 39,548 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
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281.

1409D

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Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yan.silva's solution](#)

282.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yan.silva's solution](#)

283.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yan.silva's solution](#)

284.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[yan.silva's solution](#)

285.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yan.silva's solution](#)

286.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[yan.silva's solution](#)

287.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yan.silva's solution](#)

288.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[yan.silva's solution](#)

289.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yan.silva's solution](#)

290.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[yan.silva's solution](#)

291.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[yan.silva's solution](#)

292.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yan.silva's solution](#)

293.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[yan.silva's solution](#)

294.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[yan.silva's solution](#)

295.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[yan.silva's solution](#)

296.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[yan.silva's solution](#)

297.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yan.silva's solution](#)

298.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, two pointers
[yan.silva's solution](#)

299.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yan.silva's solution](#)

300.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[yan.silva's solution](#)

301.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yan.silva's solution](#)

302.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[yan.silva's solution](#)

303.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yan.silva's solution](#)

304.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings
[yan.silva's solution](#)

305.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: math, number theory
[yan.silva's solution](#)

306.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures, implementation
[yan.silva's solution](#)

307.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[yan.silva's solution](#)

308.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[yan.silva's solution](#)

309.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yan.silva's solution](#)

310.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
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311.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[yan.silva's solution](#)

312.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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313.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[yan.silva's solution](#)

314.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[yan.silva's solution](#)

315.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yan.silva's solution](#)

316.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yan.silva's solution](#)

317.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yan.silva's solution](#)

318.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings
[yan.silva's solution](#)

319.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yan.silva's solution](#)

320.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[yan.silva's solution](#)

321.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[yan.silva's solution](#)

322.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yan.silva's solution](#)

323.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yan.silva's solution](#)

324.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yan.silva's solution](#)

325.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yan.silva's solution](#)

326.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yan.silva's solution](#)

327.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yan.silva's solution](#)

328.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[yan.silva's solution](#)

329.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yan.silva's solution](#)

330.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, number theory
[yan.silva's solution](#)

331.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
[yan.silva's solution](#)

332.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[yan.silva's solution](#)

333.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yan.silva's solution](#)

334.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[yan.silva's solution](#)

335.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yan.silva's solution](#)

336.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yan.silva's solution](#)

337.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[yan.silva's solution](#)

338.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[yan.silva's solution](#)

339.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees
[yan.silva's solution](#)

340.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, math

[yan.silva's solution](#)

341.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[yan.silva's solution](#)

342.

1113C

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

Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

[yan.silva's solution](#)

343.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[yan.silva's solution](#)

344.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yan.silva's solution](#)

345.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[yan.silva's solution](#)

346.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[yan.silva's solution](#)

347.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yan.silva's solution](#)

348.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[yan.silva's solution](#)

349.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[yan.silva's solution](#)

350.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[yan.silva's solution](#)

351.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[yan.silva's solution](#)

352.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[yan.silva's solution](#)

353.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yan.silva's solution](#)

354.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[yan.silva's solution](#)

355.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yan.silva's solution](#)

356.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-10-12 · last AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[yan.silva's solution](#)

357.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[yan.silva's solution](#)

358.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[yan.silva's solution](#)

359.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yan.silva's solution](#)

360.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yan.silva's solution](#)

361.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[yan.silva's solution](#)

362.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yan.silva's solution](#)

363.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[yan.silva's solution](#)

364.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yan.silva's solution](#)

365.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[yan.silva's solution](#)

366.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yan.silva's solution](#)

367.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yan.silva's solution](#)

368.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

369.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

370.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yan.silva's solution](#)

371.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[yan.silva's solution](#)

372.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[yan.silva's solution](#)

373.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[yan.silva's solution](#)

374.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[yan.silva's solution](#)

375.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[yan.silva's solution](#)

376.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yan.silva's solution](#)

377.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[yan.silva's solution](#)

378.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp
[yan.silva's solution](#)

379.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[yan.silva's solution](#)

380.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[yan.silva's solution](#)

381.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths,

trees

[yan.silva's solution](#)

382.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: dp

[yan.silva's solution](#)

383.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[yan.silva's solution](#)

384.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[yan.silva's solution](#)

385.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[yan.silva's solution](#)

386.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yan.silva's solution](#)

387.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[yan.silva's solution](#)

388.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yan.silva's solution](#)

389.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2019-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[yan.silva's solution](#)

390.

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yan.silva's solution](#)

391.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[yan.silva's solution](#)

392.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yan.silva's solution](#)

393.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[yan.silva's solution](#)

394.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers
[yan.silva's solution](#)

395.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[yan.silva's solution](#)

396.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[yan.silva's solution](#)

397.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[yan.silva's solution](#)

398.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yan.silva's solution](#)

399.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[yan.silva's solution](#)

400.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[yan.silva's solution](#)

401.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
[yan.silva's solution](#)

402.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[yan.silva's solution](#)

403.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[yan.silva's solution](#)

404.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[yan.silva's solution](#)

405.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-06-09 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

406.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yan.silva's solution](#)

407.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[yan.silva's solution](#)

408.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[yan.silva's solution](#)

409.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

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

[yan.silva's solution](#)

410.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yan.silva's solution](#)

411.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[yan.silva's solution](#)

412.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[yan.silva's solution](#)

413.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yan.silva's solution](#)

414.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[yan.silva's solution](#)

415.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[yan.silva's solution](#)

416.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yan.silva's solution](#)

417.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yan.silva's solution](#)

418.

527D

[Cliques Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[yan.silva's solution](#)

419.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[yan.silva's solution](#)

420.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[yan.silva's solution](#)

421.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yan.silva's solution](#)

422.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yan.silva's solution](#)

423.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2019-02-17 · last AC: 2019-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[yan.silva's solution](#)

424.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[yan.silva's solution](#)

425.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[yan.silva's solution](#)

426.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[yan.silva's solution](#)

427.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[yan.silva's solution](#)

428.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[yan.silva's solution](#)

429.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[yan.silva's solution](#)

430.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[yan.silva's solution](#)

431.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[yan.silva's solution](#)

432.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-30 · last AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yan.silva's solution](#)

433.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, sortings
[yan.silva's solution](#)

434.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[yan.silva's solution](#)

435.

1113D

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

Rating: 1800 · first AC: 2019-02-16 · last AC: 2019-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[yan.silva's solution](#)

436.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees
[yan.silva's solution](#)

437.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, interactive, math
[yan.silva's solution](#)

438.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[yan.silva's solution](#)

439.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[yan.silva's solution](#)

440.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[yan.silva's solution](#)

441.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[yan.silva's solution](#)

442.

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[yan.silva's solution](#)

443.

1866C

[Completely Searching for Inversions · Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[yan.silva's solution](#)

444.

1470B

[Strange Definition · Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[yan.silva's solution](#)

445.

1620E

[Replace the Numbers · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[yan.silva's solution](#)

446.

1819B

[The Butcher · Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[yan.silva's solution](#)

447.

1801C

[Music Festival · Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[yan.silva's solution](#)

448.

1759G

[Restore the Permutation · Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[yan.silva's solution](#)

449.

1060D

[Social Circles · Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yan.silva's solution](#)

450.

930C

[Teodor is not a liar! · Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[yan.silva's solution](#)

451.

1354D

[Multiset · Tutorial](#)

Quality: 10,169 global accepts · Rating: 1900 · first AC: 2021-10-11 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yan.silva's solution](#)

452.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2020-06-02 · last AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yan.silva's solution](#)

453.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yan.silva's solution](#)

454.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[yan.silva's solution](#)

455.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yan.silva's solution](#)

456.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[yan.silva's solution](#)

457.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[yan.silva's solution](#)

458.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yan.silva's solution](#)

459.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[yan.silva's solution](#)

460.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yan.silva's solution](#)

461.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yan.silva's solution](#)

462.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yan.silva's solution](#)

463.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[yan.silva's solution](#)

464.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[yan.silva's solution](#)

465.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[yan.silva's solution](#)

466.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
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467.

505C

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Quality: 7,304 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers
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468.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[yan.silva's solution](#)

469.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2020-01-12 · JavaScript (first AC) · Tags: dsu, graphs, trees
[yan.silva's solution](#)

470.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[yan.silva's solution](#)

471.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-01-10 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[yan.silva's solution](#)

472.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[yan.silva's solution](#)

473.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[yan.silva's solution](#)

474.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[yan.silva's solution](#)

475.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yan.silva's solution](#)

476.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[yan.silva's solution](#)

477.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

478.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yan.silva's solution](#)

479.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[yan.silva's solution](#)

480.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[yan.silva's solution](#)

481.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[yan.silva's solution](#)

482.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[yan.silva's solution](#)

483.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yan.silva's solution](#)

484.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yan.silva's solution](#)

485.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yan.silva's solution](#)

486.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yan.silva's solution](#)

487.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[yan.silva's solution](#)

488.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[yan.silva's solution](#)

489.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[yan.silva's solution](#)

490.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[yan.silva's solution](#)

491.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees

[yan.silva's solution](#)

492.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[yan.silva's solution](#)

493.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[yan.silva's solution](#)

494.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[yan.silva's solution](#)

495.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yan.silva's solution](#)

496.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[yan.silva's solution](#)

497.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[yan.silva's solution](#)

498.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp

[yan.silva's solution](#)

499.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[yan.silva's solution](#)

500.

1207E

[XOR Guessing](#) · [Tutorial](#)

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

[yan.silva's solution](#)

501.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[yan.silva's solution](#)

502.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[yan.silva's solution](#)

503.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation,

strings, trees

[yan.silva's solution](#)

504.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[yan.silva's solution](#)

505.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp

[yan.silva's solution](#)

506.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[yan.silva's solution](#)

507.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[yan.silva's solution](#)

508.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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509.

1229B

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Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[yan.silva's solution](#)

510.

1828D1

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Rating: 2000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[yan.silva's solution](#)

511.

1416B

[Make Them Equal](#) · [Tutorial](#)

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[yan.silva's solution](#)

512.

767C

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Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[yan.silva's solution](#)

513.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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514.

1506G

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Quality: 4,833 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[yan.silva's solution](#)

515.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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516.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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517.

118E

[Bertown roads · Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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518.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

519.

1589D

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Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[yan.silva's solution](#)

520.

1582E

[Pchelyonok and Segments · Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

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521.

1620D

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Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[yan.silva's solution](#)

522.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[yan.silva's solution](#)

523.

20B

[Equation · Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

524.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yan.silva's solution](#)

525.

710E

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Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

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526.

1454E

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527.

1451E1

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Quality: 4,920 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yan.silva's solution](#)

528.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[yan.silva's solution](#)

529.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yan.silva's solution](#)

530.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yan.silva's solution](#)

531.

843B

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[yan.silva's solution](#)

532.

1788D

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Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[yan.silva's solution](#)

533.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[yan.silva's solution](#)

534.

2B

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Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[yan.silva's solution](#)

535.

1588B

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Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[yan.silva's solution](#)

536.

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings
[yan.silva's solution](#)

537.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[yan.silva's solution](#)

538.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[yan.silva's solution](#)

539.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yan.silva's solution](#)

540.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[yan.silva's solution](#)

541.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[yan.silva's solution](#)

542.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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543.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[yan.silva's solution](#)

544.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[yan.silva's solution](#)

545.

961D

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Quality: 4,867 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yan.silva's solution](#)

546.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[yan.silva's solution](#)

547.

1513D

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Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[yan.silva's solution](#)

548.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[yan.silva's solution](#)

549.

938D

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Quality: 6,964 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[yan.silva's solution](#)

550.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

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551.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[yan.silva's solution](#)

552.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

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553.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

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554.

1288D

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Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

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555.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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556.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[yan.silva's solution](#)

557.

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[yan.silva's solution](#)

558.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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559.

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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560.

1438C

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Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
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561.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[yan.silva's solution](#)

562.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[yan.silva's solution](#)

563.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[yan.silva's solution](#)

564.

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[yan.silva's solution](#)

565.

383C

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Quality: 7,523 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
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566.

259E

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Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
[yan.silva's solution](#)

567.

893E

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Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[yan.silva's solution](#)

568.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
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569.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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570.

1183E

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Quality: 5,421 global accepts · Rating: 2000 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[yan.silva's solution](#)

571.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
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572.

999E

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Quality: 7,853 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
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573.

761E

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Quality: 2,373 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[yan.silva's solution](#)

574.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[yan.silva's solution](#)

575.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[yan.silva's solution](#)

576.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
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577.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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578.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
[yan.silva's solution](#)

579.

900D

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Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[yan.silva's solution](#)

580.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yan.silva's solution](#)

581.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
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582.

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: ternary search
[yan.silva's solution](#)

583.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[yan.silva's solution](#)

584.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy
[yan.silva's solution](#)

585.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[yan.silva's solution](#)

586.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[yan.silva's solution](#)

587.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[yan.silva's solution](#)

588.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[yan.silva's solution](#)

589.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yan.silva's solution](#)

590.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[yan.silva's solution](#)

591.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[yan.silva's solution](#)

592.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

593.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[yan.silva's solution](#)

594.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2019-11-14 · last AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[yan.silva's solution](#)

595.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yan.silva's solution](#)

596.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[yan.silva's solution](#)

597.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[yan.silva's solution](#)

598.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[yan.silva's solution](#)

599.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[yan.silva's solution](#)

600.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[yan.silva's solution](#)

601.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[yan.silva's solution](#)

602.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yan.silva's solution](#)

603.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[yan.silva's solution](#)

604.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

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605.

598E

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606.

400D

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607.

895C

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608.

1131D

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609.

920F

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610.

1156C

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611.

242E

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612.

367C

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613.

487B

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614.

542C

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615.

555B

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616.

29D

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617.

1924B

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618.

988E

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619.

1472G

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620.

1472F

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621.

1866G

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622.

1866H

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[yan.silva's solution](#)

623.

1516D

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624.

1762D

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625.

1776G

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626.

703D

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627.

1748D

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628.

321C

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629.

166B

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630.

498C

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631.

1409F

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632.

1387A

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633.

1387B1

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634.

1370E

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635.

1252G

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636.

1252K

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637.

1343E

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638.

1099E

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639.

1263E

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640.

1333D

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641.

1066F

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1312E

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643.

1003E

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644.

1183F

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1005F

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646.

343D

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647.

609E

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648.

936B

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649.

620E

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650.

976E

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651.

796D

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1151E

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653.

1299C

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654.

1106E

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655.

1278D

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656.

771C

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657.

484B

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658.

734E

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659.

746G

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601B

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372C

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662.

1025D

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663.

208E

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664.

920E

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666.

1217D

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667.

1117D

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668.

675C

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669.

841D

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670.

985E

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671.

1213F

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672.

35E

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673.

1207F

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674.

1187E

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675.

1185F

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676.

1176F

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677.

576C

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678.

702E

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679.

466D

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680.

1000E

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681.

1926F

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682.

52C

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683.

1220E

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684.

1470D

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685.

1656E

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686.

1485D

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687.

1772G

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688.

1840G1

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689.

1556E

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690.

1776B

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691.

86D

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692.

1788E

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693.

425B

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694.

855E

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695.

1157G

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696.

785E

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697.

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698.

723E

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699.

1672E

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700.

1657E

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Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[yan.silva's solution](#)

701.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-02-25 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yan.silva's solution](#)

702.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[yan.silva's solution](#)

703.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[yan.silva's solution](#)

704.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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705.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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706.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
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707.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[yan.silva's solution](#)

708.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[yan.silva's solution](#)

709.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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710.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yan.silva's solution](#)

711.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[yan.silva's solution](#)

712.

1327D

[Infinite Path](#) · [Tutorial](#)

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

[yan.silva's solution](#)

713.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[yan.silva's solution](#)

714.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yan.silva's solution](#)

715.

282E

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Quality: 4,327 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[yan.silva's solution](#)

716.

429D

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Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[yan.silva's solution](#)

717.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[yan.silva's solution](#)

718.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[yan.silva's solution](#)

719.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yan.silva's solution](#)

720.

1278E

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

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[yan.silva's solution](#)

721.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[yan.silva's solution](#)

722.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[yan.silva's solution](#)

723.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[yan.silva's solution](#)

724.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yan.silva's solution](#)

725.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[yan.silva's solution](#)

726.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-17 · last AC: 2019-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[yan.silva's solution](#)

727.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[yan.silva's solution](#)

728.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: games, math

[yan.silva's solution](#)

729.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[yan.silva's solution](#)

730.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[yan.silva's solution](#)

731.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-09-05 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[yan.silva's solution](#)

732.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[yan.silva's solution](#)

733.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yan.silva's solution](#)

734.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[yan.silva's solution](#)

735.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[yan.silva's solution](#)

736.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[yan.silva's solution](#)

737.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yan.silva's solution](#)

738.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[yan.silva's solution](#)

739.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[yan.silva's solution](#)

740.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[yan.silva's solution](#)

741.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[yan.silva's solution](#)

742.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[yan.silva's solution](#)

743.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[yan.silva's solution](#)

744.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[yan.silva's solution](#)

745.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[yan.silva's solution](#)

746.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[yan.silva's solution](#)

747.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[yan.silva's solution](#)

748.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[yan.silva's solution](#)

749.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[yan.silva's solution](#)

750.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[yan.silva's solution](#)

751.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yan.silva's solution](#)

752.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[yan.silva's solution](#)

753.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[yan.silva's solution](#)

754.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[yan.silva's solution](#)

755.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

756.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[yan.silva's solution](#)

757.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yan.silva's solution](#)

758.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[yan.silva's solution](#)

759.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[yan.silva's solution](#)

760.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yan.silva's solution](#)

761.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yan.silva's solution](#)

762.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[yan.silva's solution](#)

763.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[yan.silva's solution](#)

764.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[yan.silva's solution](#)

765.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2019-04-30 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, dsu
[yan.silva's solution](#)

766.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[yan.silva's solution](#)

767.

1229C

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

Rating: 2400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[yan.silva's solution](#)

768.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[yan.silva's solution](#)

769.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[yan.silva's solution](#)

770.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[yan.silva's solution](#)

771.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yan.silva's solution](#)

772.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[yan.silva's solution](#)

773.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[yan.silva's solution](#)

774.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yan.silva's solution](#)

775.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yan.silva's solution](#)

776.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[yan.silva's solution](#)

777.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[yan.silva's solution](#)

778.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[yan.silva's solution](#)

779.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[yan.silva's solution](#)

780.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[yan.silva's solution](#)

781.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yan.silva's solution](#)

782.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-11-21 · last AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yan.silva's solution](#)

783.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,033 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yan.silva's solution](#)

784.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[yan.silva's solution](#)

785.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[yan.silva's solution](#)

786.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[yan.silva's solution](#)

787.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[yan.silva's solution](#)

788.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[yan.silva's solution](#)

789.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yan.silva's solution](#)

790.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yan.silva's solution](#)

791.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[yan.silva's solution](#)

792.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[yan.silva's solution](#)

793.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yan.silva's solution](#)

794.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[yan.silva's solution](#)

795.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[yan.silva's solution](#)

796.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yan.silva's solution](#)

797.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[yan.silva's solution](#)

798.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yan.silva's solution](#)

799.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[yan.silva's solution](#)

800.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yan.silva's solution](#)

801.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[yan.silva's solution](#)

802.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[yan.silva's solution](#)

803.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[yan.silva's solution](#)

804.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yan.silva's solution](#)

805.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[yan.silva's solution](#)

806.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[yan.silva's solution](#)

807.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[yan.silva's solution](#)

808.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[yan.silva's solution](#)

809.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[yan.silva's solution](#)

810.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[yan.silva's solution](#)

811.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yan.silva's solution](#)

812.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[yan.silva's solution](#)

813.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[yan.silva's solution](#)

814.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[yan.silva's solution](#)

815.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[yan.silva's solution](#)

816.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[yan.silva's solution](#)

817.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[yan.silva's solution](#)

818.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[yan.silva's solution](#)

819.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[yan.silva's solution](#)

820.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[yan.silva's solution](#)

821.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[yan.silva's solution](#)

822.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[yan.silva's solution](#)

823.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yan.silva's solution](#)

824.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[yan.silva's solution](#)

825.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · last AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yan.silva's solution](#)

826.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[yan.silva's solution](#)

827.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yan.silva's solution](#)

828.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[yan.silva's solution](#)

829.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[yan.silva's solution](#)

830.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[yan.silva's solution](#)

831.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yan.silva's solution](#)

832.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[yan.silva's solution](#)

833.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-09-19 · last AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[yan.silva's solution](#)

834.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[yan.silva's solution](#)

835.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: flows, graphs
[yan.silva's solution](#)

836.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: data structures, dsu
[yan.silva's solution](#)

837.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: data structures
[yan.silva's solution](#)

838.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2019-04-10 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: data structures
[yan.silva's solution](#)

839.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: dp
[yan.silva's solution](#)

840.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[yan.silva's solution](#)

841.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[yan.silva's solution](#)

842.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[yan.silva's solution](#)

843.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[yan.silva's solution](#)

844.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[yan.silva's solution](#)

845.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[yan.silva's solution](#)

846.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[yan.silva's solution](#)

847.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[yan.silva's solution](#)

848.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[yan.silva's solution](#)

849.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yan.silva's solution](#)

850.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[yan.silva's solution](#)

851.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[yan.silva's solution](#)

852.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[yan.silva's solution](#)

853.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[yan.silva's solution](#)

854.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[yan.silva's solution](#)

855.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[yan.silva's solution](#)

856.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[yan.silva's solution](#)

857.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yan.silva's solution](#)

858.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[yan.silva's solution](#)

859.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[yan.silva's solution](#)

860.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[yan.silva's solution](#)

861.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows,

graph matchings, greedy, sortings

[yan.silva's solution](#)

862.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[yan.silva's solution](#)

863.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[yan.silva's solution](#)

864.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[yan.silva's solution](#)

865.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[yan.silva's solution](#)

866.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[yan.silva's solution](#)

867.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, trees

[yan.silva's solution](#)

868.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu

[yan.silva's solution](#)

869.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[yan.silva's solution](#)

870.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[yan.silva's solution](#)

871.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[yan.silva's solution](#)

872.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation
[yan.silva's solution](#)

873.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[yan.silva's solution](#)

874.

841E

[On the Bench](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

875.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yan.silva's solution](#)

876.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[yan.silva's solution](#)

877.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[yan.silva's solution](#)

878.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[yan.silva's solution](#)

879.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[yan.silva's solution](#)

880.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[yan.silva's solution](#)

881.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[yan.silva's solution](#)

882.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[yan.silva's solution](#)

883.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[yan.silva's solution](#)

884.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

885.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[yan.silva's solution](#)

886.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[yan.silva's solution](#)

887.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[yan.silva's solution](#)

888.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[yan.silva's solution](#)

889.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-02-20 · last AC: 2019-02-20 · GNU C++11 (first AC) · Tags: brute force, data structures
[yan.silva's solution](#)

890.

1828E

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

Rating: 2600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, strings
[yan.silva's solution](#)

891.

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings
[yan.silva's solution](#)

892.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[yan.silva's solution](#)

893.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[yan.silva's solution](#)

894.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yan.silva's solution](#)

895.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[yan.silva's solution](#)

896.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[yan.silva's solution](#)

897.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yan.silva's solution](#)

898.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[yan.silva's solution](#)

899.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yan.silva's solution](#)

900.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[yan.silva's solution](#)

901.

495E

[Helping People](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

902.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-01-13 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[yan.silva's solution](#)

903.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[yan.silva's solution](#)

904.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[yan.silva's solution](#)

905.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[yan.silva's solution](#)

906.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[yan.silva's solution](#)

907.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yan.silva's solution](#)

908.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yan.silva's solution](#)

909.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

910.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yan.silva's solution](#)

911.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yan.silva's solution](#)

912.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[yan.silva's solution](#)

913.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[yan.silva's solution](#)

914.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

915.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[yan.silva's solution](#)

916.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[yan.silva's solution](#)

917.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[yan.silva's solution](#)

918.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[yan.silva's solution](#)

919.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[yan.silva's solution](#)

920.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[yan.silva's solution](#)

921.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yan.silva's solution](#)

922.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yan.silva's solution](#)

923.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yan.silva's solution](#)

924.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yan.silva's solution](#)

925.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yan.silva's solution](#)

926.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[yan.silva's solution](#)

927.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yan.silva's solution](#)

928.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2019-02-16 · last AC: 2019-02-16 · GNU C++11 (first AC) · Tags: data structures, dsu
[yan.silva's solution](#)

929.

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[yan.silva's solution](#)

930.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[yan.silva's solution](#)

931.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[yan.silva's solution](#)

932.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[yan.silva's solution](#)

933.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[yan.silva's solution](#)

934.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[yan.silva's solution](#)

935.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[yan.silva's solution](#)

936.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[yan.silva's solution](#)

937.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[yan.silva's solution](#)

938.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yan.silva's solution](#)

939.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-05-28 · last AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[yan.silva's solution](#)

940.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[yan.silva's solution](#)

941.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[yan.silva's solution](#)

942.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2019-12-20 · last AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[yan.silva's solution](#)

943.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[yan.silva's solution](#)

944.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[yan.silva's solution](#)

945.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, trees
[yan.silva's solution](#)

946.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: data structures
[yan.silva's solution](#)

947.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[yan.silva's solution](#)

948.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees
[yan.silva's solution](#)

949.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[yan.silva's solution](#)

950.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[yan.silva's solution](#)

951.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees
[yan.silva's solution](#)

952.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[yan.silva's solution](#)

953.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive
[yan.silva's solution](#)

954.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[yan.silva's solution](#)

955.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[yan.silva's solution](#)

956.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-04-24 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[yan.silva's solution](#)

957.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-10-25 · last AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[yan.silva's solution](#)

958.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[yan.silva's solution](#)

959.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yan.silva's solution](#)

960.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yan.silva's solution](#)

961.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yan.silva's solution](#)

962.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[yan.silva's solution](#)

963.

106039D

[The Seals of Shanghai](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

964.

106039B

[The Search for Balance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

965.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · last AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

966.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

967.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · last AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

968.

106078J

[Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

969.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

970.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

971.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

972.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

973.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

974.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

975.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[yan.silva's solution](#)

976.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

977.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

978.

101972H

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

979.

101972A

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

980.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

981.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

982.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

983.

106032G

[Substring Justice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

984.

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

985.

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

986.

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

987.

106032E

[Good Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

988.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

989.

101801J

[J. Weird Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

990.

101801G

[G. Colors Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

991.

101801D

[D. Police Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

992.

106039J

[The Messenger's Disguise](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

993.

106039F

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106039A

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1000.

104468J

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104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1002.

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1003.

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1004.

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1005.

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1006.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1007.

105242J

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Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1008.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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1009.

106020E

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Rating: — · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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1010.

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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1011.

106020M

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1012.

106020H

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Rating: — · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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106020N

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1014.

106020B

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1015.

104487N

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1016.

104487B

[GCN](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1017.

104487F

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1018.

104487M

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1019.

104487J

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1020.

104487E

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1021.

104487A

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

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1022.

104487D

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Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1023.

100090E

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1024.

100090C

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1025.

100090B

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1026.

100090A

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1027.

100694C

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1028.

100247G

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1029.

100247E

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1030.

100247K

[Three Contests](#) · [Tutorial](#)

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1031.

100247I

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1032.

100247F

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Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1033.

100247L

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1034.

100247J

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1035.

100247A

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1036.

100247H

[Secret Information](#) · [Tutorial](#)

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1037.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1038.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1039.

100247B

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1040.

105925G

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1041.

105925B

[Periodic Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1042.

105925C

[Matrix Logic Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1043.

105925I

[Inspecting the Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1044.

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1045.

105925E

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1046.

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

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1047.

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

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1048.

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1049.

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1050.

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1051.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1052.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1053.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1054.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1055.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1056.

105950E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: —

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1057.

105950J

[John Wick](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1058.

105950N

[Ni](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: —

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1059.

105790J

[Jugando Fuerte](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1060.

105790F

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Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1061.

105790M

[Giant Worms](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1062.

105790B

[Bit Tennis 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1063.

105790H

[Higgs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1064.

105790E

[El Café](#) · [Tutorial](#)

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1065.

105790L

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1066.

105790K

[Kosmos](#) · [Tutorial](#)

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1067.

105790I

[Itwise Bor](#) · [Tutorial](#)

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1068.

105790D

[Course Deviation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1069.

105790N

[Shield Navigation](#) · [Tutorial](#)

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1070.

105790C

[Song](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1071.

105790O

[Osmos V](#) · [Tutorial](#)

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1072.

105790G

[Gargantua](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1073.

105790A

[Stellar Year](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1074.

105453E

[Generation and transmission network](#) · [Tutorial](#)

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1075.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1076.

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1077.

105297G

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Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1078.

105297H

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Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1079.

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1080.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1081.

104633E

[Landscape Generator](#) · [Tutorial](#)

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1082.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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1083.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1084.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1085.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1086.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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1087.

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1088.

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1089.

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1090.

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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1091.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1092.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1093.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1094.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1095.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1096.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1097.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1098.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1099.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1100.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1101.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1102.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1103.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1104.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1105.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1106.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1107.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1108.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1109.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1110.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1111.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1112.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

1113.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[yan.silva's solution](#)

1114.

105085K

[Godbach conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1115.

105085J

[Popping balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1116.

105085E

[The supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1117.

105055B

[Bit Tennis](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1118.

105055A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1119.

104745J

[Force Perturbation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1120.

104745F

[Harry Potter in CMS](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1121.

104745E

[Looking for palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1122.

104745K

[Oscar and his battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1123.

104745D

[jbum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1124.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1125.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1126.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1127.

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1128.

105020N

[How many rectangles?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1129.

105020M

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1130.

105020E

[The Detective Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1131.

105020K

[Wrong digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1132.

105020L

[Black and White Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1133.

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1134.

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1135.

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1136.

105020I

[Omar and Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1137.

105020F

[Distinct](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1138.

105020D

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

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1139.

105020C

[Ice Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1140.

105020A

[Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1141.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1142.

104787D

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

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1143.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1144.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1145.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1146.

105022E

[Distressed Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1147.

105022I

[Find Iron Bundle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1148.

105022G

[Just Visiting Relatives](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1149.

105022F

[Sparkle's Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1150.

105022D

[Air Taxi Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1151.

105022C

[Car Go or Not Car Go](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1152.

105022B

[Twin Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1153.

105022A

[Truck-Kun](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1154.

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1155.

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1156.

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1157.

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1158.

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1159.

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1160.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1161.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1162.

104603M

[Multiple Downloads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1163.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1164.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1165.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1166.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1167.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1168.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1169.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1170.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1171.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1172.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1173.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1174.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1175.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1176.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1177.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1178.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1179.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1180.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1181.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1182.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1183.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1184.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1185.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1186.

104886A

[Schedule Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1187.

104886B

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1188.

104886C

[Fair Grading](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1189.

104886E

[Random Tree Path Match](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1190.

104886F

[Interval removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1191.

104886D

[GCD Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1192.

102784D

[Ghost-or-Treat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1193.

102784C

[Optimal Trick or Treating](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1194.

104665D

[Noodling with Knights](#) · [Tutorial](#)

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

[yan.silva's solution](#)

1195.

104665C

[Hatter's Party](#) · [Tutorial](#)

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

[yan.silva's solution](#)

1196.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1197.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1198.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1199.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1200.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1201.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1202.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1203.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1204.

104021K

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

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1205.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1206.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1207.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1208.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1209.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1210.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1211.

104021N

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

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1212.

103316E

[Air Moped](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1213.

103316G

[Circus Mayhem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1214.

103316F

[Airship Merger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1215.

103316D

[Feeding the Earth Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1216.

104518E

[Potato War 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1217.

104508C

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

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1218.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1219.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1220.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1221.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1222.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1223.

103328D

[String Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1224.

103328K

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1228.

103328I

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1229.

103328B

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1230.

104518H

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1231.

104518K

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1232.

104518F

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1233.

104518G

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1234.

104518I

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1235.

104518L

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1236.

104518J

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1237.

104518D

[Skywars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1238.

104518C

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1239.

104518B

[Potato War 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1240.

104518A

[Sum of Odds](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1241.

104128B

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1242.

104128J

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1243.

104128E

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1244.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1245.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1246.

104128D

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Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1247.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1248.

104128I

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Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1249.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1250.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1251.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1252.

103380A

[Sad Santa](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1253.

104002B

[William and Kitty Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1254.

104002A

[William and Mary](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1255.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2023-08-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, expression parsing

[yan.silva's solution](#)

1256.

102940F

[Factory Batching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1257.

102940E

[Decryption Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1258.

102940D

[Robot Toss](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1259.

102940C

[Robot Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1260.

102948B

[Rapid Jaguar](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1261.

102948A

[Spiciest Snek](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1262.

102947K

[Call of the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1263.

102947J

[Camping in the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1264.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1265.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1266.

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1267.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1268.

102947E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1269.

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1270.

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1271.

103037D

[Melodic Harmonies II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1272.

103037C

[Melodic Harmonies I](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1273.

104180A

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · last AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: —

[yan.silva's solution](#)

1274.

103562B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1275.

103562A

[Phone Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1276.

104003K

[William and Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1277.

104003H

[William and will.i.am](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1278.

104003J

[William and Rangoli](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1279.

104003I

[William and Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1280.

104003G

[William and Spaceport](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1281.

104003F

[William and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1282.

104003E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1283.

104003D

[William and Cornmeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1284.

104003C

[William and Middle Management](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1285.

103294B

[Lifting Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1286.

103294A

[Journey Home](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1287.

103269B

[Abhilash's Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1288.

103269A

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · PyPy 3 (first AC) · Tags: —

[yan.silva's solution](#)

1289.

103270L

[Squeaky Toy War](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1290.

103270K

[Rat Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1291.

103270I

[Walk in the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1292.

103270J

[Particular Pupper](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1293.

103270H

[Pet Pens \(II\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1294.

103270G

[Doggo Daycare](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1295.

103270F

[Cute Pets](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1296.

103270E

[Pet Pens \(I\)](#) · Tutorial

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1297.

103270D

[Tallest Dogpark](#) · Tutorial

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1298.

103270C

[Abhilash's Dog](#) · Tutorial

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1299.

104261B

[Pluto Discovery!](#) · Tutorial

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1300.

104261A

[Planetary Status](#) · Tutorial

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1301.

104262G

[Path to Pluto](#) · Tutorial

Rating: — · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1302.

103348I

[Witches Cauldron II](#) · Tutorial

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1303.

103348G

[Ophelia's Flowers](#) · Tutorial

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1304.

103348E

[Globe Line](#) · Tutorial

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1305.

103348C

[Juliet's Garden](#) · Tutorial

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1306.

103348F

[Playwrite](#) · Tutorial

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1307.

103348D

[Witches Cauldron I](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1308.

103295I

[Sling Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1309.

103295M

[Ominous Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1310.

103295K

[Alloy Factory](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1311.

103295L

[Space Tourism](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1312.

103295J

[The Culk's Incredible Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1313.

103295H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1314.

103295G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1315.

103295F

[Civil War](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1316.

103295E

[Ratman's Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1317.

103295D

[Cornfield Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1318.

103295C

[Bugged Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1319.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1320.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1321.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · PyPy 3 (first AC) · Tags: —

[yan.silva's solution](#)

1322.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1323.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1324.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1325.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1326.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1327.

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1328.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1329.

104427H

[Optimal Quadratic Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1330.

104427C

[One, Two, Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · last AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1331.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1332.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1333.

104427F

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

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1334.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1335.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1336.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1337.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1338.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1339.

104412E

[Earnings Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1340.

104412C

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Rating: — · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1341.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1342.

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1343.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1344.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1345.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1346.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1347.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1348.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1349.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1350.

104412D

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

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1351.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1352.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1353.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1354.

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1355.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1356.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1357.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1358.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1359.

104393D

[Destroying Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1360.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1361.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1362.

104393A

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

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1363.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1364.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1365.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1366.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1367.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1368.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1369.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1370.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1371.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1372.

104373H

[Permutation on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1373.

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1374.

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1375.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1376.

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1377.

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1378.

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1379.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1380.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1381.

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1382.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1383.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1384.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1385.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1386.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1387.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1388.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1389.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1390.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1391.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1392.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1393.

104345H

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

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1394.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1395.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1396.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1397.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1398.

104160A

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

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1399.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1400.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1401.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · PyPy 3 (first AC) · Tags: —

[yan.silva's solution](#)

1402.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1403.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1404.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1405.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1406.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1407.

104270D

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

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1408.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1409.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1410.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1411.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1412.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1413.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1414.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1415.

104172L

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

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1416.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1417.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1418.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1419.

104218D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1420.

104218C

[Sled Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1421.

104262J

[Rocket Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1422.

104262I

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1423.

104262H

[Plantery Observations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1424.

104262F

[Plutonian Hot Dog Stand](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1425.

104262E

[Gluing Pluto Back Together](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1426.

104262D

[Celestial Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1427.

104262C

[Calibration Complications](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1428.

104181J

[Dangerous Driving](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1429.

104181I

[A Rainy Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1430.

104181H

[Not-so Beautiful Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1431.

104181F

[Prime Precipitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1432.

104181E

[After School](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1433.

104181D

[Grumble Gym](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1434.

104181C

[Brownie Baking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1435.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1436.

104069G

[Grand Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1437.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1438.

103379G

[Santa's New Sled](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1439.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1440.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1441.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1442.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1443.

103379E

[Grandest Wreath](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1444.

103379D

[Lazy Santa](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1445.

103379C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1446.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1447.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1448.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1449.

104059A

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

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1450.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1451.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1452.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1453.

104059C

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

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1454.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1455.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1456.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1457.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1458.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1459.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1460.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1461.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1462.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1463.

104049F

[Neodymium Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1464.

103625E

[Dead Man's Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1465.

103625C

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1466.

103625D

[Gold Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1467.

104049L

[Loid Forger](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1468.

104049K

[Fullmetal Alchemist II](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1469.

104049J

[Knight In Shining Armor 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1470.

104049I

[Meteoritic Sword](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1471.

104049H

[Alluring Alloy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1472.

104049G

[Foil Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1473.

104049E

[Steel Customs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1474.

104049D

[Fullmetal Alchemist I](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1475.

104049C

[Capturing Bronze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1476.

103895B

[Cows Drink Milk](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1477.

103895A

[Love Your Llama](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1478.

103937B

[Extravagant Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1479.

103937A

[Jeopardy!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1480.

103968B

[Sour Skittles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1481.

103968A

[Counting Celebratory Candles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1482.

103561J

[Dinner Reservations for One](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1483.

103561I

[Dinner Date](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1484.

103561H

[Carmen's Custom M&Ms](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1485.

103561G

[Radiant Ruby](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1486.

103561F

[Summit Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1487.

103561E

[Changing Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1488.

103561D

[City View](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1489.

103561C

[Cinder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1490.

103585H

[Sling Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1491.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1492.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1493.

103585I

[Baobab](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1494.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1495.

103938E

[Diverse Debaters](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1496.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1497.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1498.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1499.

103585E

[Truffula Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1500.

103585G

[Perfect Cacti: Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1501.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1502.

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1503.

103938G

[Larry Longsleeves](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1504.

103938K

[Idiosyncratic Item Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1505.

103938H

[Competing Clubs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1506.

103938F

[Bat-shoe Toss](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1507.

103938I

[Moldy Sandwich](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1508.

103938D

[Hardcore Haircuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1509.

103938J

[Quantum Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1510.

103938C

[Robot Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1511.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1512.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1513.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1514.

104012B

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1515.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1516.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1517.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1518.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1519.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1520.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1521.

103896J

[Dragon Buffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1522.

103896F

[Rats Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1523.

103896I

[Tyrannosaurus Typing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1524.

103896G

[Carrot Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1525.

103896H

[Penguin Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1526.

103896E

[Feed Worm](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1527.

103896D

[Owl Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1528.

103896C

[Ellie the Elephant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1529.

103969F

[Seeking Starburst](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1530.

103969G

[Gingerbread House Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1531.

103969J

[Pudding Passes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1532.

103969H

[Janky Jaffa Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1533.

103969E

[Brownie Brawl](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1534.

103969D

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

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1535.

103969C

[Wedding Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1536.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1537.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1538.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1539.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1540.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1541.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1542.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1543.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1544.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1545.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1546.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1547.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1548.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1549.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1550.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1551.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1552.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1553.

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1554.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1555.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1556.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1557.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1558.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1559.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1560.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1561.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1562.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1563.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1564.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1565.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1566.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1567.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1568.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1569.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1570.

100030F

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100030B

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1575.

101755M

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101755E

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1584.

101755D

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1585.

101755C

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101755B

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101755A

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1588.

103439K

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103640K

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103640J

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1592.

103640F

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1593.

103640D

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1594.

103640A

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1595.

103960N

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1596.

103960F

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1597.

103960J

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1598.

103960L

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1599.

103960H

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1601.

103960I

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1602.

103960A

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1603.

103960D

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1604.

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1605.

103934D

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1607.

103934A

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1608.

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1609.

103934M

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1610.

103934J

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103934E

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1612.

103934K

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1613.

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103934I

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1615.

103934G

[Mmoohhaammeedd](#) · [Tutorial](#)

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1619.

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100492E

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1621.

100492F

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1622.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1623.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1624.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1625.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1626.

102994M

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1627.

103439J

[Jason ABC](#) · [Tutorial](#)

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1628.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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1629.

103439G

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1630.

103439H

[Werewolves](#) · [Tutorial](#)

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1631.

103439A

[ABC Legacy](#) · [Tutorial](#)

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1632.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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1633.

103439N

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1634.

102994E

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102994D

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1636.

102994L

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Rating: — · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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1637.

102994J

[Gaokao](#) · [Tutorial](#)

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1638.

103855C

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1639.

103855G

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1640.

103855E

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1641.

103855J

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1642.

103855F

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Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1643.

103855A

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Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1644.

103855M

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1645.

103855D

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1646.

103855H

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Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1647.

103743H

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1648.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1649.

103743C

[Jump and Treasure](#) · [Tutorial](#)

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1650.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1651.

103743J

[Balanced Tree](#) · [Tutorial](#)

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1652.

103743A

[PENTA KILL!](#) · [Tutorial](#)

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1653.

103743I

[Cutting Suffix](#) · [Tutorial](#)

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100517G

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1655.

100517D

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1656.

100517L

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1657.

100517J

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1658.

100517H

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1659.

100517K

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1660.

100517I

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1661.

100517B

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1662.

103485E

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1663.

103485O

[The perfect base](#) · [Tutorial](#)

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1664.

103485M

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1665.

103485D

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1666.

103485J

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1667.

103485A

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1668.

103485B

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1669.

103485H

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1670.

103485I

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1671.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

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1672.

103485N

[Game Show](#) · [Tutorial](#)

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1673.

103485C

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1674.

103485G

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1682.

101964C

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Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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1683.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1684.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1685.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1686.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1687.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1688.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1689.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1690.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1691.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1692.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1693.

103470F

[Paimon Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1694.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1695.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1696.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1697.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1698.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1699.

103119L

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

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1700.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1701.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1702.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1703.

103185B

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

Rating: — · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1704.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1705.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1706.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1707.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1708.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1709.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1710.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1711.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1712.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1713.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1714.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1715.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1716.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1717.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1718.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1719.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1720.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1721.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1722.

103176F

[Find the Base](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1723.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1724.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1725.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1726.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1727.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1728.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1729.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1730.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1731.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1732.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[yan.silva's solution](#)

1733.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[yan.silva's solution](#)

1734.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yan.silva's solution](#)

1735.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yan.silva's solution](#)

1736.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[yan.silva's solution](#)

1737.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[yan.silva's solution](#)

1738.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[yan.silva's solution](#)

1739.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[yan.silva's solution](#)

1740.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yan.silva's solution](#)

1741.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yan.silva's solution](#)

1742.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yan.silva's solution](#)

1743.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1744.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1745.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1746.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1747.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1748.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1749.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1750.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1751.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1752.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1753.

103577G

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

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[yan.silva's solution](#)

1754.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1755.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1756.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1757.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1758.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1759.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1760.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1761.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1762.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1763.

102576I

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

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1764.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1765.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1766.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1767.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1768.

102875B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1769.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1770.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1771.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1772.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1773.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1774.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1775.

103109F

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1776.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1777.

103109E

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1778.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1779.

103109A

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

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1780.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1781.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1782.

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1783.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1784.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1785.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yan.silva's solution](#)

1786.

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1787.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1788.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1789.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1790.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · last AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1791.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · last AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1792.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1793.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1794.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · last AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1795.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1796.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1797.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1798.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1799.

102835H

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1800.

102835G

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1801.

102835B

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1802.

102835I

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1803.

102835M

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1804.

102835A

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1805.

102860H

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1806.

102860B

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1807.

102860L

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1808.

102860E

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1809.

102860J

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1810.

102860G

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102860D

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1812.

102860I

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1813.

102860F

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Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1814.

102860A

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Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1815.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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1816.

102860K

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1817.

100603B

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Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1818.

100603I

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Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1819.

100603F

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Rating: — · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1820.

100603E

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1821.

100603G

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Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1822.

100603C

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Rating: — · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1823.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1824.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1825.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1826.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1827.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1828.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1829.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1830.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1831.

102893I

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

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1832.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1833.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1834.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1835.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1836.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1837.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1838.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1839.

102802K

[Lost Child](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1840.

102802L

[Outbreak](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1841.

102802I

[Contradictory Canelé](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1842.

102802H

[Secret Base](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1843.

102802G

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

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1844.

102802D

[Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1845.

102802E

[Coffee Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1846.

102802F

[Hot Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1847.

102802B

[Frosting Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1848.

102802C

[Mountain Mileage](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1849.

102802A

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1850.

102621L

[Zookeepers Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1851.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1852.

102621H

[Platypus Puddles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1853.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1854.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1855.

102621C

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1856.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1857.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1858.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1859.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1860.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1861.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1862.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1863.

102881L

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

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1864.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1865.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1866.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1867.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1868.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1869.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1870.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1871.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1872.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: —

[yan.silva's solution](#)

1873.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1874.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: —

[yan.silva's solution](#)

1875.

101353F

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

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1876.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: —

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1877.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1878.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1879.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: —

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1880.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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1881.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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1882.

101055C

[It-miha](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1883.

101055A

[Anubis' Cannonballs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1884.

101055E

[Nefertiti, the Queen of Egypt](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1885.

101055B

[Pharaoh's Bank](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1886.

101055G

[Ramses' Games](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1887.

101055F

[Alexandria's Oracle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1888.

101055H

[Zé Coquinho, the sculptor](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1889.

101055D

[Cairo Market](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

1890.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1891.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

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1892.

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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1893.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1894.

101741K

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

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1895.

101628I

[In the clouds](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1896.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1897.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1898.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1899.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1900.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1901.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1902.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1903.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1904.

101158H

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

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1905.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1906.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1907.

101158B

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

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1908.

101158C

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

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1909.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1910.

101628B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1911.

101628C

[Choose a Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1912.

101628K

[Know Your Statement](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1913.

101628D

[Don't Lose The Droid](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1914.

101628J

[Jenny and the Batteries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1915.

101628F

[Find the Inn](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1916.

101628E

[Equivalent](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1917.

101628H

[Have Some Cheese Bread](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1918.

101628A

[Arthur's Language](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1919.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1920.

101968J

[Restricted Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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1921.

101242B

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

Rating: — · first AC: 2020-07-10 · last AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1922.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1923.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1924.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1925.

101741J

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

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1926.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1927.

101968F

[Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1928.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1929.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1930.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1931.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1932.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1933.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1934.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1935.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1936.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

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1937.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1938.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1939.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1940.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1941.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1942.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1943.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1944.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1945.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1946.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1947.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1948.

101845E

[Equilateral Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1949.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1950.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1951.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1952.

101845D

[Divorce](#) · [Tutorial](#)

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1953.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

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1954.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1955.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

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1956.

101845C

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1957.

102028E

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Rating: — · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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1958.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1959.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1960.

102028A

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1961.

102279K

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1962.

102279F

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1963.

102279E

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1964.

102279I

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Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1965.

102279C

[Countering Terrorists](#) · [Tutorial](#)

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1966.

102279B

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1967.

102279L

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1968.

102279H

[Houston, Are You There? · Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1969.

102279G

[Get Higher and Higher · Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1970.

102279A

[Amsopoly Simple Version · Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1971.

102279J

[Jumpity Digits · Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1972.

102279D

[Dahlia The Champion · Tutorial](#)

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1973.

101807F

[Final Fixture · Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1974.

101807D

[Differentiation · Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1975.

101807I

[Infection · Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1976.

101807L

[Labyrinth · Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1977.

101807J

[Jakanda Forever · Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1978.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1979.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1980.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1981.

101807C

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

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1982.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1983.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1984.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1985.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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1986.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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1987.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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1988.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

1989.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1990.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

1991.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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1992.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

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

1993.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1994.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1995.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1996.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yan.silva's solution](#)

1997.

102191I

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[yan.silva's solution](#)

1998.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[yan.silva's solution](#)

1999.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yan.silva's solution](#)

2000.

101968A

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2001.

101968I

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2002.

101968B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2003.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2004.

101968G

[TeddyBearsDay](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2005.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2006.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2007.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2008.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2009.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2010.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2011.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2012.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2013.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2014.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2015.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2016.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2017.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2018.

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2019.

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2020.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2021.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2022.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2023.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2024.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2025.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2026.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2027.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[yan.silva's solution](#)

2028.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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2029.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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2030.

100187F

[Doomsday](#) · [Tutorial](#)

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2031.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2032.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2033.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2034.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2035.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2036.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2037.

100187H

[Mysterious Photos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2038.

100187M

[Heaviside Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2039.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2040.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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2041.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2042.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2043.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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2044.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2045.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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2046.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: —

[yan.silva's solution](#)

2047.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2048.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2049.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2050.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2051.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2052.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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2053.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2054.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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2055.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2056.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2057.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2058.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2059.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2060.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2061.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2062.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2063.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2064.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2065.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2066.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2067.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2068.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2069.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2070.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2071.

102215A

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

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2072.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2073.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2074.

100935I

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2075.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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2076.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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2077.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2078.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2079.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2080.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2081.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2082.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2083.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2084.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2085.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2086.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2087.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2088.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2089.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2090.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2091.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2092.

101102J

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

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2093.

101102L

[Starry Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2094.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2095.

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2096.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2097.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2098.

101102B

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

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2099.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2100.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2101.

101102E

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

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2102.

101798H

[Cylindrical Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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2103.

101798J

[Complete the Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2104.

101798E

[Forest \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2105.

101798D

[Forest \(B\) - Chicken](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2106.

101798G

[World Mug \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2107.

101798F

[World Mug \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2108.

101798C

[Forest \(A\) - Egg](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2109.

101798B

[Two Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2110.

101798A

[Two Fashillows](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2111.

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2112.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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2113.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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2114.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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2115.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2116.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2117.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2118.

101810B

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

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2119.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2120.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2121.

100687B

[Bad Printer \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2122.

100687J

[ACM Student Chapter \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2123.

100687F

[Proficiency Test \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[yan.silva's solution](#)

2124.

100687K

[Snake \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2125.

100687D

[Forming Teams \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2126.

100687H

[Graduation Projects \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2127.

100687G

[Graduation Projects \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2128.

100687C

[Forming Teams \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2129.

100687I

[ACM Student Chapter \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2130.

100687E

[Proficiency Test \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2131.

100687A

[Bad Printer \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2132.

101401I

[Data Structures Exam \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2133.

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2134.

101401G

[Balloons \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2135.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2136.

101401D

[Roads \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2137.

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2138.

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2139.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2140.

100989K

[Objects Panel \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2141.

100989B

[LCS \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2142.

100989N

[Mixed Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2143.

100989J

[Objects Panel \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2144.

100989I

[Queue \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2145.

100989M

[Plus or Minus \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2146.

100989H

[Queue \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2147.

100989G

[Mission in Amman \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2148.

100989F

[Mission in Amman \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2149.

100989L

[Plus or Minus \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2150.

100989E

[Accepted Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[yan.silva's solution](#)

2151.

100989D

[1D Cafeteria \(B\)](#) · [Tutorial](#)

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2152.

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2153.

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2154.

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2155.

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2158.

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2159.

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2160.

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2161.

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2162.

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2163.

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2164.

100935J

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2165.

100935H

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2166.

100935F

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2167.

100935D

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2168.

100935C

[OCR](#) · [Tutorial](#)

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2169.

100935B

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2170.

100935A

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2171.

102397D

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2172.

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

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2173.

102397J

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2174.

102397I

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2175.

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2176.

102397G

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2177.

102397C

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2178.

102397B

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2179.

102397A

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2180.

102397F

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2181.

102483B

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2182.

102483H

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2183.

102483K

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2184.

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2185.

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[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

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2186.

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[K. Quantum Stones](#) · [Tutorial](#)

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2187.

101801C

[C. UCL Game Night](#) · [Tutorial](#)

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2188.

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

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2189.

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

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2190.

101801B

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2191.

101801F

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2192.

101801L

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2193.

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

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2194.

100889F

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2195.

100889L

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2196.

100889G

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2197.

100889E

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2198.

100889B

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2199.

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101875J

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2205.

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101875F

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101875B

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2209.

101875L

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2210.

101875D

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2211.

101875I

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2212.

102535P

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2213.

102535L

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2214.

102535K

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2215.

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2216.

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2220.

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2221.

102535C

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2224.

101334C

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2225.

101485G

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2226.

101201G

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2227.

101170I

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2228.

101291A

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