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Unique solved — zhukau

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

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Count: 1,769

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 800 · first AC: 2026-03-13 · Rust 2024 (first AC) · Tags: greedy, strings

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2.

2178A

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3.

2157A

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Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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4.

2127A

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Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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5.

2128A

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Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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6.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,218 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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8.

2078A

[Final Verdict](#) · [Tutorial](#)

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9.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

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10.

2056A

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11.

2055A

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12.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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13.

2049A

[MEX Destruction](#) · [Tutorial](#)

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14.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

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15.

2040A

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16.

2050A

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17.

2042A

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18.

2039A

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19.

2029A

[Set](#) · [Tutorial](#)

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20.

2022A

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21.

2020A

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22.

2013A

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23.

2003B

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

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24.

2003A

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25.

2004A

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26.

2002A

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27.

1978B

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28.

1978A

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

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29.

1984A

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30.

1979A

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31.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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32.

1977A

[Little Nikita](#) · [Tutorial](#)

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33.

1942A

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34.

1946A

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Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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35.

1944A

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36.

1948A

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37.

1935A

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38.

1923A

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39.

1930A

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40.

1929B

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41.

1929A

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42.

1928A

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43.

1918A

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44.

1922A

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45.

1915A

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46.

1915B

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47.

1915C

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48.

1916A

[2023](#) · [Tutorial](#)

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49.

1917A

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50.

1900A

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51.

1913A

[Rating Increase](#) · [Tutorial](#)

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52.

1905A

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

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53.

1902A

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54.

1903A

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55.

1896A

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56.

1901A

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57.

1898A

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58.

1899A

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59.

1894A

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60.

1895B

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61.

1895A

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62.

1884A

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63.

1882A

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64.

1879A

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Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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65.

1870A

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66.

1867A

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67.

1872A

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68.

1861A

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69.

1863A

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70.

1858A

[Buttons](#) · [Tutorial](#)

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71.

1859A

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72.

1843A

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Quality: 37,314 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
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73.

1843B

[Long Long](#) · [Tutorial](#)

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74.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
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75.

1857A

[Array Coloring](#) · [Tutorial](#)

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76.

1856A

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77.

1855A

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78.

1849A

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79.

1853A

[Desorting](#) · [Tutorial](#)

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80.

1850C

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81.

1850B

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82.

1850A

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83.

1844A

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84.

1847A

[The Man who became a God](#) · [Tutorial](#)

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[zhukau's solution](#)

85.

1517A

[Sum of 2050](#) · [Tutorial](#)

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86.

1845A

[Forbidden Integer](#) · [Tutorial](#)

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87.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
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88.

1834A

[Unit Array](#) · [Tutorial](#)

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89.

1838A

[Blackboard List](#) · [Tutorial](#)

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90.

1839A

[The Good Array](#) · [Tutorial](#)

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91.

1837A

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92.

1820A

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93.

1816A

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94.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
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95.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,957 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

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96.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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97.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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98.

1809A

[Garland](#) · [Tutorial](#)

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99.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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100.

1807B

[Grab the Candies](#) · [Tutorial](#)

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101.

1807C

[Find and Replace](#) · [Tutorial](#)

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102.

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1786A2

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1791C

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1778A

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1768A

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1766A

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1764A

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128.

1758A

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1759A

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1749A

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1729B

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41A

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1695A

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32A

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1691A

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192.

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193.

1681A

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195.

1684B

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197.

1678B1

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198.

1678A

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199.

1536A

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200.

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202.

1673A

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204.

1668A

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1660B

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1660A

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1656A

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1652A

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1647A

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302.

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305.

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308.

1462A

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1451A

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1312A

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1447A

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1433B

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1369A

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377.

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396.

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397.

1872B

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1860A

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399.

1856B

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401.

1850D

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402.

1845B

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403.

1837B

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404.

1807D

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405.

1795B

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1777B

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1768B

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408.

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409.

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411.

1758B

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412.

1749B

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Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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413.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
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414.

1733B

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415.

1726A

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416.

768A

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417.

1699B

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418.

1696B

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419.

1689B

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420.

1668B

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421.

1650B

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422.

1591B

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423.

1609A

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424.

1610A

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425.

1584C

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426.

1606A

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427.

1593B

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428.

465A

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Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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429.

1559B

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430.

1559A

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431.

1543A

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432.

1543B

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433.

1537B

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434.

1535B

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435.

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
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436.

1486A

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437.

1480B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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438.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhukau's solution](#)

439.

1475B

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[zhukau's solution](#)

440.

1475A

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Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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441.

1467A

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442.

1471A

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[zhukau's solution](#)

443.

621A

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[zhukau's solution](#)

444.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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445.

1462C

[Unique Number](#) · [Tutorial](#)

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446.

981A

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Quality: 10,330 global accepts · Rating: 900 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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447.

1451B

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448.

1440B

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Quality: 30,346 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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449.

1445B

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Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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450.

1436B

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Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zhukau's solution](#)

451.

1433C

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452.

1225A

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453.

1430A

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math

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454.

1427A

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455.

913A

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[zhukau's solution](#)

456.

1420A

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[zhukau's solution](#)

457.

1401A

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458.

1380A

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459.

1374B

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[zhukau's solution](#)

460.

1373B

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461.

1351B

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Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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462.

1341A

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463.

1343A

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Quality: 53,398 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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464.

1337B

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Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zhukau's solution](#)

465.

1335B

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Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

466.

1339A

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Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[zhukau's solution](#)

467.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[zhukau's solution](#)

468.

626A

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469.

2055B

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Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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470.

2057B

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471.

2040B

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Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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472.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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473.

2005B1

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474.

2004B

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475.

2002B

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476.

1979B

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Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
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477.

1930B

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478.

1916B

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Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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479.

1913B

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480.

103433M

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Rating: 1000 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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481.

1894B

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[zhukau's solution](#)

482.

1888B

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483.

1861B

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484.

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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485.

1859B

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486.

1849B

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Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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487.

1844B

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488.

1847B

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489.

1834B

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[zhukau's solution](#)

490.

1837C

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Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zhukau's solution](#)

491.

1816B

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Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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492.

1809B

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Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[zhukau's solution](#)

493.

1804B

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Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zhukau's solution](#)

494.

1796B

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Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zhukau's solution](#)

495.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

496.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[zhukau's solution](#)

497.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[zhukau's solution](#)

498.

1770B

[Koxia and Permutation](#) · [Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

499.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zhukau's solution](#)

500.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhukau's solution](#)

501.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,618 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhukau's solution](#)

502.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[zhukau's solution](#)

503.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhukau's solution](#)

504.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[zhukau's solution](#)

505.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zhukau's solution](#)

506.

1704B

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Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zhukau's solution](#)

507.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zhukau's solution](#)

508.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zhukau's solution](#)

509.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[zhukau's solution](#)

510.

1691B

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Quality: 35,324 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zhukau's solution](#)

511.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

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512.

1671B

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

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

[zhukau's solution](#)

513.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhukau's solution](#)

514.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[zhukau's solution](#)

515.

1622B

[Berland Music](#) · [Tutorial](#)

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

[zhukau's solution](#)

516.

1584B

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

Quality: 14,353 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhukau's solution](#)

517.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zhukau's solution](#)

518.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zhukau's solution](#)

519.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhukau's solution](#)

520.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

521.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zhukau's solution](#)

522.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[zhukau's solution](#)

523.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[zhukau's solution](#)

524.

1521A

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

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

525.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zhukau's solution](#)

526.

1515B

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

Quality: 27,074 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[zhukau's solution](#)

527.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhukau's solution](#)

528.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[zhukau's solution](#)

529.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[zhukau's solution](#)

530.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,892 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[zhukau's solution](#)

531.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[zhukau's solution](#)

532.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[zhukau's solution](#)

533.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zhukau's solution](#)

534.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zhukau's solution](#)

535.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,351 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[zhukau's solution](#)

536.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[zhukau's solution](#)

537.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[zhukau's solution](#)

538.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[zhukau's solution](#)

539.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[zhukau's solution](#)

540.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zhukau's solution](#)

541.

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[zhukau's solution](#)

542.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[zhukau's solution](#)

543.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[zhukau's solution](#)

544.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zhukau's solution](#)

545.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2020-08-20 · last AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhukau's solution](#)

546.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhukau's solution](#)

547.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zhukau's solution](#)

548.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zhukau's solution](#)

549.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhukau's solution](#)

550.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[zhukau's solution](#)

551.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[zhukau's solution](#)

552.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zhukau's solution](#)

553.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zhukau's solution](#)

554.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhukau's solution](#)

555.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zhukau's solution](#)

556.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[zhukau's solution](#)

557.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zhukau's solution](#)

558.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,695 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zhukau's solution](#)

559.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zhukau's solution](#)

560.

2125C

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

Quality: 22,755 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[zhukau's solution](#)

561.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zhukau's solution](#)

562.

2078B

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

Quality: 18,320 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[zhukau's solution](#)

563.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[zhukau's solution](#)

564.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[zhukau's solution](#)

565.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zhukau's solution](#)

566.

1984B

[Large Addition](#) · [Tutorial](#)

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

[zhukau's solution](#)

567.

1976B

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

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

[zhukau's solution](#)

568.

1977B

[Binary Colouring](#) · [Tutorial](#)

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

[zhukau's solution](#)

569.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhukau's solution](#)

570.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zhukau's solution](#)

571.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[zhukau's solution](#)

572.

1948B

[Array Fix](#) · [Tutorial](#)

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

573.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[zhukau's solution](#)

574.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[zhukau's solution](#)

575.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[zhukau's solution](#)

576.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[zhukau's solution](#)

577.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[zhukau's solution](#)

578.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zhukau's solution](#)

579.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[zhukau's solution](#)

580.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[zhukau's solution](#)

581.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zhukau's solution](#)

582.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,638 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[zhukau's solution](#)

583.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[zhukau's solution](#)

584.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zhukau's solution](#)

585.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zhukau's solution](#)

586.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zhukau's solution](#)

587.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zhukau's solution](#)

588.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zhukau's solution](#)

589.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,012 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[zhukau's solution](#)

590.

1842B

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

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

[zhukau's solution](#)

591.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhukau's solution](#)

592.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

593.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[zhukau's solution](#)

594.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[zhukau's solution](#)

595.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[zhukau's solution](#)

596.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[zhukau's solution](#)

597.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

598.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zhukau's solution](#)

599.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zhukau's solution](#)

600.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[zhukau's solution](#)

601.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zhukau's solution](#)

602.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhukau's solution](#)

603.

1759C

[Thermostat](#) · [Tutorial](#)

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

[zhukau's solution](#)

604.

1743C

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

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

[zhukau's solution](#)

605.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[zhukau's solution](#)

606.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[zhukau's solution](#)

607.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zhukau's solution](#)

608.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

609.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

610.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math

[zhukau's solution](#)

611.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zhukau's solution](#)

612.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhukau's solution](#)

613.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,626 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zhukau's solution](#)

614.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,078 global accepts · Rating: 1100 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zhukau's solution](#)

615.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

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1669E

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1671C

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456B

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1592B

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706.

1553C

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1512C

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714.

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715.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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716.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[zhukau's solution](#)

717.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[zhukau's solution](#)

718.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhukau's solution](#)

719.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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720.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation
[zhukau's solution](#)

721.

1437B

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Quality: 20,855 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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722.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,350 global accepts · Rating: 1200 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[zhukau's solution](#)

723.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
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724.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zhukau's solution](#)

725.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zhukau's solution](#)

726.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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727.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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728.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zhukau's solution](#)

729.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[zhukau's solution](#)

730.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zhukau's solution](#)

731.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zhukau's solution](#)

732.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,662 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[zhukau's solution](#)

733.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[zhukau's solution](#)

734.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[zhukau's solution](#)

735.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[zhukau's solution](#)

736.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zhukau's solution](#)

737.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zhukau's solution](#)

738.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zhukau's solution](#)

739.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[zhukau's solution](#)

740.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[zhukau's solution](#)

741.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[zhukau's solution](#)

742.

1323C

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

Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

743.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zhukau's solution](#)

744.

1915E

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Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zhukau's solution](#)

745.

1900C

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Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zhukau's solution](#)

746.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[zhukau's solution](#)

747.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

748.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[zhukau's solution](#)

749.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[zhukau's solution](#)

750.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zhukau's solution](#)

751.

1879C

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Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[zhukau's solution](#)

752.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[zhukau's solution](#)

753.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[zhukau's solution](#)

754.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhukau's solution](#)

755.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[zhukau's solution](#)

756.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[zhukau's solution](#)

757.

1844C

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Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[zhukau's solution](#)

758.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

759.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zhukau's solution](#)

760.

1816C

[Ia and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[zhukau's solution](#)

761.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zhukau's solution](#)

762.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[zhukau's solution](#)

763.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhukau's solution](#)

764.

1786B

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Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[zhukau's solution](#)

765.

1778B

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Quality: 14,533 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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766.

1768C

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Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zhukau's solution](#)

767.

1774C

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhukau's solution](#)

768.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[zhukau's solution](#)

769.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

770.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhukau's solution](#)

771.

1741D

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Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[zhukau's solution](#)

772.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[zhukau's solution](#)

773.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[zhukau's solution](#)

774.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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775.

1726C

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Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[zhukau's solution](#)

776.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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777.

1711B

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Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
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778.

1698C

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Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
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779.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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780.

1669H

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Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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781.

1676F

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Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
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782.

1676G

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Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zhukau's solution](#)

783.

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[zhukau's solution](#)

784.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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785.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
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786.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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787.

1650D

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Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zhukau's solution](#)

788.

1638C

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Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[zhukau's solution](#)

789.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zhukau's solution](#)

790.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[zhukau's solution](#)

791.

1556B

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

[zhukau's solution](#)

792.

1560D

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Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[zhukau's solution](#)

793.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[zhukau's solution](#)

794.

1521B

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

[zhukau's solution](#)

795.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[zhukau's solution](#)

796.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhukau's solution](#)

797.

872C

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

Rating: 1300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[zhukau's solution](#)

798.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zhukau's solution](#)

799.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[zhukau's solution](#)

800.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[zhukau's solution](#)

801.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[zhukau's solution](#)

802.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhukau's solution](#)

803.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-01-25 · last AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[zhukau's solution](#)

804.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[zhukau's solution](#)

805.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhukau's solution](#)

806.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[zhukau's solution](#)

807.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[zhukau's solution](#)

808.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[zhukau's solution](#)

809.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[zhukau's solution](#)

810.

1951C

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Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zhukau's solution](#)

811.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zhukau's solution](#)

812.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[zhukau's solution](#)

813.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[zhukau's solution](#)

814.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zhukau's solution](#)

815.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[zhukau's solution](#)

816.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[zhukau's solution](#)

817.

253B

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

Quality: 12,376 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[zhukau's solution](#)

818.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhukau's solution](#)

819.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhukau's solution](#)

820.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[zhukau's solution](#)

821.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[zhukau's solution](#)

822.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[zhukau's solution](#)

823.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zhukau's solution](#)

824.

102599F

[Game With Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

825.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhukau's solution](#)

826.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[zhukau's solution](#)

827.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zhukau's solution](#)

828.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory, strings

[zhukau's solution](#)

829.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zhukau's solution](#)

830.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[zhukau's solution](#)

831.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[zhukau's solution](#)

832.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[zhukau's solution](#)

833.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhukau's solution](#)

834.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zhukau's solution](#)

835.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[zhukau's solution](#)

836.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[zhukau's solution](#)

837.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[zhukau's solution](#)

838.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[zhukau's solution](#)

839.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[zhukau's solution](#)

840.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[zhukau's solution](#)

841.

1749C

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Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[zhukau's solution](#)

842.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhukau's solution](#)

843.

445B

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

Quality: 14,766 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[zhukau's solution](#)

844.

1728C

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Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zhukau's solution](#)

845.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zhukau's solution](#)

846.

112C

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Rating: 1400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhukau's solution](#)

847.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zhukau's solution](#)

848.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhukau's solution](#)

849.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[zhukau's solution](#)

850.

1676H1

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Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zhukau's solution](#)

851.

1682C

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

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

[zhukau's solution](#)

852.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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853.

120F

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Quality: 4,129 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[zhukau's solution](#)

854.

120E

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Quality: 2,963 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[zhukau's solution](#)

855.

131C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-01-26 · last AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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856.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[zhukau's solution](#)

857.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[zhukau's solution](#)

858.

816B

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Quality: 27,403 global accepts · Rating: 1400 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[zhukau's solution](#)

859.

437C

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Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings
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860.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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861.

441B

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Quality: 7,511 global accepts · Rating: 1400 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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862.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zhukau's solution](#)

863.

1463B

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Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zhukau's solution](#)

864.

2185E

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Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-03-13 · Rust 2024 (first AC) · Tags: binary search, greedy, implementation, two pointers
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865.

2078C

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Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
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866.

2057C

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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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867.

2049C

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Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
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868.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
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869.

2003D1

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Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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870.

1924A

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871.

1915F

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872.

276C

[Little Girl and Maximum Sum · Tutorial](#)

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873.

1898B

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874.

1882C

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875.

1872E

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876.

1742G

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877.

1858B

[The Walkway · Tutorial](#)

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[zhukau's solution](#)

878.

1760F

[Quests · Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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879.

166E

[Tetrahedron](#) · [Tutorial](#)

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880.

1857E

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Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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881.

103994I

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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882.

1850G

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883.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers
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884.

1842C

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Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhukau's solution](#)

885.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[zhukau's solution](#)

886.

1809C

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Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhukau's solution](#)

887.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[zhukau's solution](#)

888.

1789C

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[zhukau's solution](#)

889.

1795C

[Tea Tasting](#) · [Tutorial](#)

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[zhukau's solution](#)

890.

1791F

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Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[zhukau's solution](#)

891.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhukau's solution](#)

892.

1767D

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Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[zhukau's solution](#)

893.

1759E

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

[zhukau's solution](#)

894.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[zhukau's solution](#)

895.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zhukau's solution](#)

896.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[zhukau's solution](#)

897.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zhukau's solution](#)

898.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[zhukau's solution](#)

899.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zhukau's solution](#)

900.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zhukau's solution](#)

901.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[zhukau's solution](#)

902.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[zhukau's solution](#)

903.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,995 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[zhukau's solution](#)

904.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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905.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zhukau's solution](#)

906.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[zhukau's solution](#)

907.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

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908.

1651C

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909.

1646C

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[zhukau's solution](#)

910.

1616C

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

[zhukau's solution](#)

911.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

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912.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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913.

1542B

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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhukau's solution](#)

914.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[zhukau's solution](#)

915.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,740 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zhukau's solution](#)

916.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhukau's solution](#)

917.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zhukau's solution](#)

918.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[zhukau's solution](#)

919.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zhukau's solution](#)

920.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zhukau's solution](#)

921.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zhukau's solution](#)

922.

2157D

[Billion Players Game](#) · [Tutorial](#)

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

923.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[zhukau's solution](#)

924.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[zhukau's solution](#)

925.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[zhukau's solution](#)

926.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[zhukau's solution](#)

927.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[zhukau's solution](#)

928.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[zhukau's solution](#)

929.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[zhukau's solution](#)

930.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[zhukau's solution](#)

931.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zhukau's solution](#)

932.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[zhukau's solution](#)

933.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[zhukau's solution](#)

934.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zhukau's solution](#)

935.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[zhukau's solution](#)

936.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zhukau's solution](#)

937.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhukau's solution](#)

938.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhukau's solution](#)

939.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zhukau's solution](#)

940.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zhukau's solution](#)

941.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhukau's solution](#)

942.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[zhukau's solution](#)

943.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[zhukau's solution](#)

944.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zhukau's solution](#)

945.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[zhukau's solution](#)

946.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[zhukau's solution](#)

947.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhukau's solution](#)

948.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zhukau's solution](#)

949.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[zhukau's solution](#)

950.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[zhukau's solution](#)

951.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[zhukau's solution](#)

952.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[zhukau's solution](#)

953.

103994D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

954.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zhukau's solution](#)

955.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[zhukau's solution](#)

956.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[zhukau's solution](#)

957.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zhukau's solution](#)

958.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zhukau's solution](#)

959.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zhukau's solution](#)

960.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[zhukau's solution](#)

961.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[zhukau's solution](#)

962.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[zhukau's solution](#)

963.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[zhukau's solution](#)

964.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[zhukau's solution](#)

965.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[zhukau's solution](#)

966.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zhukau's solution](#)

967.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zhukau's solution](#)

968.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[zhukau's solution](#)

969.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhukau's solution](#)

970.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zhukau's solution](#)

971.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[zhukau's solution](#)

972.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[zhukau's solution](#)

973.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

974.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zhukau's solution](#)

975.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[zhukau's solution](#)

976.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zhukau's solution](#)

977.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[zhukau's solution](#)

978.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[zhukau's solution](#)

979.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zhukau's solution](#)

980.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers
[zhukau's solution](#)

981.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[zhukau's solution](#)

982.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[zhukau's solution](#)

983.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[zhukau's solution](#)

984.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing
[zhukau's solution](#)

985.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[zhukau's solution](#)

986.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[zhukau's solution](#)

987.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhukau's solution](#)

988.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[zhukau's solution](#)

989.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory
[zhukau's solution](#)

990.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[zhukau's solution](#)

991.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zhukau's solution](#)

992.

1984C2

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

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

[zhukau's solution](#)

993.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[zhukau's solution](#)

994.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[zhukau's solution](#)

995.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[zhukau's solution](#)

996.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[zhukau's solution](#)

997.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[zhukau's solution](#)

998.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zhukau's solution](#)

999.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[zhukau's solution](#)

1000.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, dsu, graphs

[zhukau's solution](#)

1001.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[zhukau's solution](#)

1002.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[zhukau's solution](#)

1003.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu

[zhukau's solution](#)

1004.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[zhukau's solution](#)

1005.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[zhukau's solution](#)

1006.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhukau's solution](#)

1007.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[zhukau's solution](#)

1008.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zhukau's solution](#)

1009.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[zhukau's solution](#)

1010.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[zhukau's solution](#)

1011.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[zhukau's solution](#)

1012.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[zhukau's solution](#)

1013.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[zhukau's solution](#)

1014.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[zhukau's solution](#)

1015.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhukau's solution](#)

1016.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[zhukau's solution](#)

1017.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation
[zhukau's solution](#)

1018.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zhukau's solution](#)

1019.

1777C

[Quiz Master](#) · [Tutorial](#)

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

1020.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[zhukau's solution](#)

1021.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[zhukau's solution](#)

1022.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[zhukau's solution](#)

1023.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[zhukau's solution](#)

1024.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[zhukau's solution](#)

1025.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[zhukau's solution](#)

1026.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[zhukau's solution](#)

1027.

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[zhukau's solution](#)

1028.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[zhukau's solution](#)

1029.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings
[zhukau's solution](#)

1030.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[zhukau's solution](#)

1031.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zhukau's solution](#)

1032.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[zhukau's solution](#)

1033.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zhukau's solution](#)

1034.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[zhukau's solution](#)

1035.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[zhukau's solution](#)

1036.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[zhukau's solution](#)

1037.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zhukau's solution](#)

1038.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zhukau's solution](#)

1039.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[zhukau's solution](#)

1040.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zhukau's solution](#)

1041.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[zhukau's solution](#)

1042.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zhukau's solution](#)

1043.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhukau's solution](#)

1044.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[zhukau's solution](#)

1045.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zhukau's solution](#)

1046.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zhukau's solution](#)

1047.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[zhukau's solution](#)

1048.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[zhukau's solution](#)

1049.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[zhukau's solution](#)

1050.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zhukau's solution](#)

1051.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[zhukau's solution](#)

1052.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[zhukau's solution](#)

1053.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[zhukau's solution](#)

1054.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[zhukau's solution](#)

1055.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zhukau's solution](#)

1056.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[zhukau's solution](#)

1057.

701E

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

Rating: 1800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhukau's solution](#)

1058.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[zhukau's solution](#)

1059.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhukau's solution](#)

1060.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zhukau's solution](#)

1061.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[zhukau's solution](#)

1062.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[zhukau's solution](#)

1063.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhukau's solution](#)

1064.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[zhukau's solution](#)

1065.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[zhukau's solution](#)

1066.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[zhukau's solution](#)

1067.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[zhukau's solution](#)

1068.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[zhukau's solution](#)

1069.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zhukau's solution](#)

1070.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1071.

102599I

[Count Triangles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1072.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[zhukau's solution](#)

1073.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[zhukau's solution](#)

1074.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[zhukau's solution](#)

1075.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zhukau's solution](#)

1076.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[zhukau's solution](#)

1077.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[zhukau's solution](#)

1078.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zhukau's solution](#)

1079.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[zhukau's solution](#)

1080.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zhukau's solution](#)

1081.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[zhukau's solution](#)

1082.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[zhukau's solution](#)

1083.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[zhukau's solution](#)

1084.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhukau's solution](#)

1085.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zhukau's solution](#)

1086.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[zhukau's solution](#)

1087.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[zhukau's solution](#)

1088.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[zhukau's solution](#)

1089.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[zhukau's solution](#)

1090.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[zhukau's solution](#)

1091.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[zhukau's solution](#)

1092.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[zhukau's solution](#)

1093.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[zhukau's solution](#)

1094.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[zhukau's solution](#)

1095.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[zhukau's solution](#)

1096.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[zhukau's solution](#)

1097.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zhukau's solution](#)

1098.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[zhukau's solution](#)

1099.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[zhukau's solution](#)

1100.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zhukau's solution](#)

1101.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[zhukau's solution](#)

1102.

2001D

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

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[zhukau's solution](#)

1103.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[zhukau's solution](#)

1104.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[zhukau's solution](#)

1105.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[zhukau's solution](#)

1106.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[zhukau's solution](#)

1107.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[zhukau's solution](#)

1108.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[zhukau's solution](#)

1109.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[zhukau's solution](#)

1110.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[zhukau's solution](#)

1111.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[zhukau's solution](#)

1112.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[zhukau's solution](#)

1113.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,318 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhukau's solution](#)

1114.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[zhukau's solution](#)

1115.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[zhukau's solution](#)

1116.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[zhukau's solution](#)

1117.

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zhukau's solution](#)

1118.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[zhukau's solution](#)

1119.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zhukau's solution](#)

1120.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[zhukau's solution](#)

1121.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[zhukau's solution](#)

1122.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[zhukau's solution](#)

1123.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[zhukau's solution](#)

1124.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zhukau's solution](#)

1125.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zhukau's solution](#)

1126.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[zhukau's solution](#)

1127.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, sortings

[zhukau's solution](#)

1128.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, sortings

[zhukau's solution](#)

1129.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[zhukau's solution](#)

1130.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1131.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[zhukau's solution](#)

1132.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[zhukau's solution](#)

1133.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[zhukau's solution](#)

1134.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[zhukau's solution](#)

1135.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[zhukau's solution](#)

1136.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[zhukau's solution](#)

1137.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[zhukau's solution](#)

1138.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[zhukau's solution](#)

1139.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[zhukau's solution](#)

1140.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[zhukau's solution](#)

1141.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zhukau's solution](#)

1142.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[zhukau's solution](#)

1143.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[zhukau's solution](#)

1144.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[zhukau's solution](#)

1145.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhukau's solution](#)

1146.

1786D

[Letter Exchange](#) · [Tutorial](#)

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

[zhukau's solution](#)

1147.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zhukau's solution](#)

1148.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[zhukau's solution](#)

1149.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[zhukau's solution](#)

1150.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[zhukau's solution](#)

1151.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[zhukau's solution](#)

1152.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[zhukau's solution](#)

1153.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[zhukau's solution](#)

1154.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zhukau's solution](#)

1155.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[zhukau's solution](#)

1156.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zhukau's solution](#)

1157.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[zhukau's solution](#)

1158.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[zhukau's solution](#)

1159.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zhukau's solution](#)

1160.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhukau's solution](#)

1161.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[zhukau's solution](#)

1162.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zhukau's solution](#)

1163.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[zhukau's solution](#)

1164.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[zhukau's solution](#)

1165.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[zhukau's solution](#)

1166.

1944D

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

Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[zhukau's solution](#)

1167.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zhukau's solution](#)

1168.

842D

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

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhukau's solution](#)

1169.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[zhukau's solution](#)

1170.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[zhukau's solution](#)

1171.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[zhukau's solution](#)

1172.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[zhukau's solution](#)

1173.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[zhukau's solution](#)

1174.

1229B

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

Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[zhukau's solution](#)

1175.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhukau's solution](#)

1176.

1379C

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Quality: 6,082 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[zhukau's solution](#)

1177.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhukau's solution](#)

1178.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[zhukau's solution](#)

1179.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[zhukau's solution](#)

1180.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[zhukau's solution](#)

1181.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[zhukau's solution](#)

1182.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[zhukau's solution](#)

1183.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[zhukau's solution](#)

1184.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[zhukau's solution](#)

1185.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[zhukau's solution](#)

1186.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhukau's solution](#)

1187.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zhukau's solution](#)

1188.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[zhukau's solution](#)

1189.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[zhukau's solution](#)

1190.

386C

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

Quality: 951 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers
[zhukau's solution](#)

1191.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation
[zhukau's solution](#)

1192.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[zhukau's solution](#)

1193.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[zhukau's solution](#)

1194.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[zhukau's solution](#)

1195.

103433L

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

Rating: 2000 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1196.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1197.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-03 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1198.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[zhukau's solution](#)

1199.

1894E

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

Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zhukau's solution](#)

1200.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhukau's solution](#)

1201.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zhukau's solution](#)

1202.

453B

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

Quality: 5,404 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[zhukau's solution](#)

1203.

381E

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

Rating: 2000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zhukau's solution](#)

1204.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[zhukau's solution](#)

1205.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[zhukau's solution](#)

1206.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[zhukau's solution](#)

1207.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[zhukau's solution](#)

1208.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zhukau's solution](#)

1209.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[zhukau's solution](#)

1210.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[zhukau's solution](#)

1211.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[zhukau's solution](#)

1212.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhukau's solution](#)

1213.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhukau's solution](#)

1214.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zhukau's solution](#)

1215.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[zhukau's solution](#)

1216.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[zhukau's solution](#)

1217.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
[zhukau's solution](#)

1218.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[zhukau's solution](#)

1219.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2026-03-23 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[zhukau's solution](#)

1220.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[zhukau's solution](#)

1221.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[zhukau's solution](#)

1222.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zhukau's solution](#)

1223.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[zhukau's solution](#)

1224.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhukau's solution](#)

1225.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math, sortings

[zhukau's solution](#)

1226.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[zhukau's solution](#)

1227.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[zhukau's solution](#)

1228.

465E

[Substitutes in Number](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[zhukau's solution](#)

1229.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zhukau's solution](#)

1230.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[zhukau's solution](#)

1231.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer

[zhukau's solution](#)

1232.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, number theory, trees

[zhukau's solution](#)

1233.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[zhukau's solution](#)

1234.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,285 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zhukau's solution](#)

1235.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[zhukau's solution](#)

1236.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[zhukau's solution](#)

1237.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[zhukau's solution](#)

1238.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[zhukau's solution](#)

1239.

102599J

[Restorer Distance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1240.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[zhukau's solution](#)

1241.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhukau's solution](#)

1242.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[zhukau's solution](#)

1243.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[zhukau's solution](#)

1244.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[zhukau's solution](#)

1245.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zhukau's solution](#)

1246.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[zhukau's solution](#)

1247.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[zhukau's solution](#)

1248.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[zhukau's solution](#)

1249.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[zhukau's solution](#)

1250.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[zhukau's solution](#)

1251.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[zhukau's solution](#)

1252.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[zhukau's solution](#)

1253.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[zhukau's solution](#)

1254.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zhukau's solution](#)

1255.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[zhukau's solution](#)

1256.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[zhukau's solution](#)

1257.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[zhukau's solution](#)

1258.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[zhukau's solution](#)

1259.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zhukau's solution](#)

1260.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths
[zhukau's solution](#)

1261.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[zhukau's solution](#)

1262.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[zhukau's solution](#)

1263.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[zhukau's solution](#)

1264.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[zhukau's solution](#)

1265.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[zhukau's solution](#)

1266.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[zhukau's solution](#)

1267.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[zhukau's solution](#)

1268.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[zhukau's solution](#)

1269.

1777E

[Edge Reverse](#) · [Tutorial](#)

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

[zhukau's solution](#)

1270.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-02 · Secret 2021 (first AC) · Tags: *special

[zhukau's solution](#)

1271.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhukau's solution](#)

1272.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[zhukau's solution](#)

1273.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, graphs
[zhukau's solution](#)

1274.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[zhukau's solution](#)

1275.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[zhukau's solution](#)

1276.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[zhukau's solution](#)

1277.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory
[zhukau's solution](#)

1278.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[zhukau's solution](#)

1279.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[zhukau's solution](#)

1280.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[zhukau's solution](#)

1281.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[zhukau's solution](#)

1282.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[zhukau's solution](#)

1283.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[zhukau's solution](#)

1284.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[zhukau's solution](#)

1285.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[zhukau's solution](#)

1286.

774I

[Composing Of String](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[zhukau's solution](#)

1287.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[zhukau's solution](#)

1288.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[zhukau's solution](#)

1289.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[zhukau's solution](#)

1290.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1291.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[zhukau's solution](#)

1292.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[zhukau's solution](#)

1293.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[zhukau's solution](#)

1294.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search
[zhukau's solution](#)

1295.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[zhukau's solution](#)

1296.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[zhukau's solution](#)

1297.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[zhukau's solution](#)

1298.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[zhukau's solution](#)

1299.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
[zhukau's solution](#)

1300.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[zhukau's solution](#)

1301.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[zhukau's solution](#)

1302.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[zhukau's solution](#)

1303.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhukau's solution](#)

1304.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zhukau's solution](#)

1305.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[zhukau's solution](#)

1306.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, sortings

[zhukau's solution](#)

1307.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[zhukau's solution](#)

1308.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1309.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[zhukau's solution](#)

1310.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[zhukau's solution](#)

1311.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zhukau's solution](#)

1312.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[zhukau's solution](#)

1313.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, implementation

[zhukau's solution](#)

1314.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[zhukau's solution](#)

1315.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[zhukau's solution](#)

1316.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[zhukau's solution](#)

1317.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zhukau's solution](#)

1318.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[zhukau's solution](#)

1319.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[zhukau's solution](#)

1320.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[zhukau's solution](#)

1321.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zhukau's solution](#)

1322.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[zhukau's solution](#)

1323.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zhukau's solution](#)

1324.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[zhukau's solution](#)

1325.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[zhukau's solution](#)

1326.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[zhukau's solution](#)

1327.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhukau's solution](#)

1328.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[zhukau's solution](#)

1329.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[zhukau's solution](#)

1330.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[zhukau's solution](#)

1331.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhukau's solution](#)

1332.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[zhukau's solution](#)

1333.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[zhukau's solution](#)

1334.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[zhukau's solution](#)

1335.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[zhukau's solution](#)

1336.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[zhukau's solution](#)

1337.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[zhukau's solution](#)

1338.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[zhukau's solution](#)

1339.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[zhukau's solution](#)

1340.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[zhukau's solution](#)

1341.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[zhukau's solution](#)

1342.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[zhukau's solution](#)

1343.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[zhukau's solution](#)

1344.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[zhukau's solution](#)

1345.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2026-03-14 · Rust 2024 (first AC) · Tags: data structures
[zhukau's solution](#)

1346.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[zhukau's solution](#)

1347.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[zhukau's solution](#)

1348.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers
[zhukau's solution](#)

1349.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[zhukau's solution](#)

1350.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhukau's solution](#)

1351.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhukau's solution](#)

1352.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhukau's solution](#)

1353.

103446D

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

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhukau's solution](#)

1354.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1355.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1356.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1357.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1358.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1359.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1360.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1361.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1362.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1363.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1364.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1365.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1366.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1367.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1368.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1369.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1370.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1371.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1372.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1373.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1374.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1375.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1376.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1377.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1378.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1379.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1380.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1381.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1382.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1383.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1384.

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1385.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1386.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1387.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1388.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1389.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1390.

105863F

[Modular Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1391.

105863E

[Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1392.

105863D

[Counting Minimal Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1393.

105863C

[Leafy Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1394.

105863B

[Numbers on the Blackboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1395.

105863A

[Reflecting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhukau's solution](#)

1396.

104804L

[A B C D E F G H I J K](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1397.

104804J

[A B C D E F G H I J K](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1398.

104804H

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1399.

104804I

[B 00Ä0Dö ?D >D BC O Ct0CD0Dt0 C#>CÔBCTAD\\$0](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1400.

104804K

[Aö5D10D\\$L](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1401.

104804E

[ASK0ö0C\\$HC,,5 CÄ5D,,:C€](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1402.

104804F

[Good substrng](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1403.

104804G

[AäÄ CÖ5D! CT>CÄ0!!!](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1404.

104804D

[B K0d0D 8](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1405.

104804B

[AÖ0D0C' > C,,3D K](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1406.

104804C

[AÄs0D0C#8](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1407.

104804A

[B5D0C0 AD°](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1408.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1409.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1410.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1411.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1412.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1413.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1414.

104772D

[Divisibility Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · PyPy 3-64 (first AC) · Tags: —

[zhukau's solution](#)

1415.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1416.

1029538

[Number Placement](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1417.

1029537

[Maximum Plus Sign](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1418.

1029536

[Favorite Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1419.

1029535

[Magic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1420.

1029534

[School Contact Tracing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1421.

1029533

[Taiga Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1422.

1029532

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

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1423.

1029531

[Banner Display](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1424.

1028929

[Plane and Simple](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1425.

1028927

[Trailing Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1426.

1028928

[Maximum Donut](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1427.

1028926

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1428.

1028925

[Channel Surfing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1429.

1028924

[Park Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1430.

1028923

[Infectious Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1431.

1028922

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

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1432.

1028921

[Unique Elements](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhukau's solution](#)

1433.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[zhukau's solution](#)

1434.

101320C

[Problem Napoleon. Metropolis Development](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1435.

101320D

[Problem Panna Cotta. Shall We Play a Game?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1436.

101320B

[Problem Muffin. Robot on the Field](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1437.

101320A

[Problem Eclair. Open Olympiad in Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1438.

104049K

[Fullmetal Alchemist II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1439.

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1440.

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1441.

103195C

[A07C, B07C=0 CD; D0 2C =C0>C0](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1442.

103195A

[A07C, B07C=0 CD; D0 2C =C0>C0](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1443.

103194D

[B 5D B6,, @ Cä2C=0 CÄ0D\\$ @ C,,FD°](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1444.

103194B

[AD2CRa!DäAD\\$@D°](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1445.

100753F

[Divisions · Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1446.

102069F

[A4C0WAD\\$=D´5 D\\$0CÔFD°](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1447.

104872I

[Squares · Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1448.

104872H

[Scooter Numbers · Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1449.

104872G

[Not Everything Is So Ambiguous · Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1450.

104872E

[Casino · Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1451.

102893C

[Check Markers · Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1452.

102893J

[Straight · Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1453.

102893D

[Multiple Subject Lessons · Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1454.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1455.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1456.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1457.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1458.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · last AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1459.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · last AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1460.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · last AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1461.

101636F

[A00040 <C,,O 2](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1462.

101636E

[A45D80CDAC=0D0 >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1463.

101636G

[A0001a](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1464.

101636C

[A0000D,,3D4@C FC,,>CÔ=D'9 DD0C";](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1465.

101636L

[A7CäAD\\$KCR AD4DDD8C=AD°](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1466.

101636K

[B7C,HCCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1467.

101636M

[ASDAD\\$OCÔ>C\\$;CT=C,,5 CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1468.

101636A

[B\\$CÖi8Ct<](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1469.

101187D

[IQ D\\$5DöBäC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1470.

101187B

[A2D\\$äC CD](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1471.

101187C

[A4D=äD´5 C´KCd8](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1472.

101187K

[«A,,AC,;DäGC ND"5CR 8C´8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1473.

101187I

[AäDäCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1474.

101187A

[A7C=äD\\$KCR AC´8D\\$;C€](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1475.

100850C

[B,,Tcä;DÄ=C O CD5CÄ>C=ä@C BC,,O](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1476.

100850E

[A10008CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1477.

100850H

[AäBD10D" >C >D,,8C :C E](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1478.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1479.

100850J

[Aô@CäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1480.

100850F

[B1008CäCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2021-11-09 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1481.

100850I

[Aä10CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2021-11-09 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1482.

100850A

[A 3D>CÖ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2021-11-09 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1483.

100570F

[Tree Query · Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1484.

100549D

[A,3D0l](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1485.

100549E

[A4800>D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2021-11-11 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1486.

100549F

[ATUBDl](#)

Rating: — · first AC: 2021-11-11 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1487.

100549I

~~A5D5C0DT8 C" ?D CCDC~~

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1488.

100549J

~~A5D18CÔ:C 7C 1Cä@C~~

Rating: — · first AC: 2021-11-11 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1489.

100549A

~~A@CäDCTAD >D %C >D~~

Rating: — · first AC: 2021-11-11 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1490.

100549G

~~A45C05D 0D\$>D ?C @Cä;CT9~~

Rating: — · first AC: 2021-11-11 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1491.

100296C

~~A4=0CäxD 8 Aä4C,=Cä:C O C4>D 0~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1492.

100296A

~~Aä;DT0, 4C\$>C,,GCÔKCR ?CäAC`5CD>C\$0D\$5C`LCÔ>D BC€~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1493.

100296E

~~B\$5C15D>CÔ=D`5 CÔ>CÄ5D 0~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1494.

100296G

~~A@C,7D°~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1495.

100296H

~~A10D`6D`5CÔ=Cä5 D >CT4C,,=CT=C,,5~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1496.

100296D

~~A@Cä@ C AC#0 Ct0C >D 0~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1497.

100296I

~~A05D15D\$OC48C\$0CÔ8CR :C =C BC~~

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1498.

100296B

[A 4D > CB 'CP](#)

Rating: — · first AC: 2022-09-18 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1499.

100132H

[B BD 00 Ô = D ' 9 C4 > D > C @](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1500.

100132D

[A 5D > C ô > D 0CD : C €](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1501.

100132E

[A 10 4GT < C ,, O AD6CT4C 5C](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1502.

100132K

[A 5DC A 2C ,, @ D : C ,, 5 Dt8D ; C](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1503.

100132B

[B 10C B C ,, GCTAC = 0D ò ? CT @ CTAD \\$ 0C Ô > C \\$: C](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1504.

100132I

[A D : C ,, C Ô KC ' ? C ,, BC ä =](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1505.

100132A

[B 5C ò C < C Ô KC ' IC ,, B](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1506.

100132G

[B \\$ C ô > D " : C ä BC ä 2](#)

Rating: — · first AC: 2022-10-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1507.

104010B

[Magnetic Games · Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1508.

104010G

[The Length of the Sequence · Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1509.

104010L

[Shifting Roads](#) · [Tutorial](#)

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

1510.

104010H

[Pines](#) · [Tutorial](#)

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

1511.

104010D

[The Tree](#) · [Tutorial](#)

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

1512.

104010F

[Lazy to Win](#) · [Tutorial](#)

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

1513.

104010C

[Campfire Riddle](#) · [Tutorial](#)

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

1514.

104010E

[Just Like Pickle](#) · [Tutorial](#)

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

1515.

104010K

[Pick a Pair](#) · [Tutorial](#)

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

1516.

104010A

[Rain Diary](#) · [Tutorial](#)

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

1517.

103414C

[Moving Cells](#) · [Tutorial](#)

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

1518.

103414I

[Third Group Exam](#) · [Tutorial](#)

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

1519.

103414D

[Army of Clones](#) · [Tutorial](#)

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

[zhukau's solution](#)

1520.

103414E

[Haiku](#) · [Tutorial](#)

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

[zhukau's solution](#)

1521.

103414K

[Work or Sleep!](#) · [Tutorial](#)

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

[zhukau's solution](#)

1522.

103414J

[Computational ethnography](#) · [Tutorial](#)

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

[zhukau's solution](#)

1523.

103414B

[Guess the Array](#) · [Tutorial](#)

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

[zhukau's solution](#)

1524.

103414A

[Friendly Rooks](#) · [Tutorial](#)

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

[zhukau's solution](#)

1525.

101136E

[B5D&C ;](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1526.

101136G

[A4x01&C\\$>C`>CÄ:C](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1527.

101136B

[A5CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1528.

101136I

[Aä?CT@FC,,O «Aô5D 5D BC =Cä2C=0»](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1529.

101136A

[A->0\(0D\),>C' :D CC4;D'9 D BCä;](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1530.

101136J

[B\\$@D41CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1531.

101136H

[«ABCDEF GCTB D BC BDÂ <C,,;C`8Cä=CT@Cä?»](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1532.

101136K

[B\\$OCÔD;CÄODt8 C, `8D :C`NDt0DäICT5 C,,;C`°](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1533.

101136D

[BÖAOC`0D\\$>D](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1534.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1535.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1536.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1537.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1538.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1539.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1540.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1541.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1542.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1543.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1544.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1545.

101967J

[Aô5C\\$0Dò ?D >C4CC´:C CÄ0C´LD\\$5C€](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1546.

101967C

[A=0Cç?D >C,,3D 0D\\$L Cα>CÔBCTAD](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1547.

101967I

[Aô0D\\$D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1548.

101967H

[B 5Cα@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1549.

101967G

[A4Cç0ç,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1550.

101967D

[Aç5Cç5ç=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1551.

101967L

[B 7Cç,DÄ:Câ BCTAD\\$>C](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1552.

101967E

[B 7Cç6çÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1553.

101967A

[A\\$U000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1554.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1555.

101609F

[B 8D\\$C\\$0CÔ8CP](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1556.

101609H

[B 0D ?C,,AC =C,,5](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1557.

101609D

[A05C0ADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1558.

101609G

[A05Drje 0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1559.

101609E

[B 0Ct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1560.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1561.

101609A

[A00CraCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1562.

104067F

[B 8D05C'>Dt=C,,:](#)

Rating: — · first AC: 2022-11-28 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1563.

104067I

[A,,=D\\$5D 5D =D'5 Cò@C 7CD=Cä2C =C,,O](#)

Rating: — · first AC: 2022-11-28 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1564.

104067C

[AD0\\$0C"BCR @C 7CD5C'8CÄADò](#)

Rating: — · first AC: 2022-11-28 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1565.

104067A

[B BD0D,,=D'5 Dt8D ;C](#)

Rating: — · first AC: 2022-11-28 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1566.

101979L

[AD80äCä<D°](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1567.

101979K

[A 0C 8D 8CÖB](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1568.

101979F

[B4@0C2CÖ5CÖ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1569.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1570.

101979C

[ÄäE D46 DÖBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1571.

102599L

[B BCTräCä2C O CÄ0D,,8CÖ0](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1572.

102599C

[AÖ0DäCÖ0DäIC,,9 CÄ0C0](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1573.

102599H

[A#0D'0CÖBC,,=](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1574.

102599B

[A 8Cö5Dd:Cä5 CÄ5D\\$@Cä](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1575.

102599A

[AD>OC O C,,3D 0](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1576.

104640G

[B5C>C\\$CçÔ?C CCç D40D 8 C=C 8Cç D41C,,:C](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1577.

102836J

[ASKDTL CD=Cä9](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1578.

102836B

[A5D5C`8C\\$0CÔ8CR 6C,,6C€](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1579.

102836D

[A,,3D0i@" C DC,,N](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1580.

102836I

[AACTE@ Cä:D 8CÔ0D\\$>D](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1581.

102836E

[B?CäeD :C,,9 C#@CäAD 2Cä@C@](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1582.

102836F

[AÄ8CÔ8CÄ0C`LCÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1583.

102836A

[B\\$D3C Cä2D`9 Dd5CÔBD](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1584.

102772C

[A! ?CäECä!](#)

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

[zhukau's solution](#)

1585.

102772H

[B,,TCä:DA=D`5 Cò5D 5Cò8D :C€](#)

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

[zhukau's solution](#)

1586.

102772A

[A\\$T0C=Cä5 CÖ0D4GCÖ>CR GC,,AC`>](#)

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

[zhukau's solution](#)

1587.

102772B

[Chasing the Butterfly · Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1588.

102772G

[B4@Cä! CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1589.

102772I

[A,T=C0D8C#0D\\$>D](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1590.

102772J

[ÄÄ0D!0DD>CÖ5D`](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1591.

103369H

[ATICR>GD=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1592.

103369A

[Frog traveler · Tutorial](#)

Rating: — · first AC: 2023-09-02 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1593.

103369D

[A7D\\$8CÄ0C`LCÖ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1594.

103369I

[B\\$T0D4 CÖ0Dò 7C 4C GC](#)

Rating: — · first AC: 2021-11-10 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1595.

103369J

[AD5D\\$AT0#0' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-11-10 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1596.

103369B

[B4=C,;GD\\$>Cd5CÖ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2021-11-10 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1597.

100083A

[A@CT4Cä:](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1598.

100090J

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

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1599.

101536J

[B4=C;C ;DÄ=D'5 D CCÄ<D°](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1600.

103458I

[A0C8C04D >CÄ=C O D,,8DD@Cä2C#0](#)

Rating: — · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1601.

103458A

[B5Cä=C O D 5C :Dd8Dö](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1602.

103458G

[A7D KC\\$>Cä?C AC0Dò ;CTAD\\$=C,,FC](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1603.

103458B

[A@Cä8Ct2Cä4D BC\\$> AÄ5D FC =C,,O](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1604.

103458F

[A6CTTC D0 C" C CC05](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1605.

103458H

[A5CÄ?Cä=CT=D\\$=C O DT8CÄ8Dö](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1606.

103458C

[Aä?CäCÖKCR 8C4@D°](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1607.

103458D

[B\\$@CT=C,,@Cä2C#8 CÄ8D >D\\$2Cä@Dd5C](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1608.

100715I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1609.

103994K

[AöD BC,,@D49](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1610.

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1611.

103994J

[A@DkCäCC4>C`LCÔ>CR 4CT@CT2Cä](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1612.

103994E

[B UCäD BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1613.

103994B

[A`QDQc, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1614.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1615.

103600A

[AäTCT@ C FC,,8 D 4CT2DôBC=0CÄ8](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1616.

103600L

[Grass Field](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1617.

103600F

[Obstacle Course](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1618.

103600I

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Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1619.

103600B

[Blinds](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1620.

103600D

[AD;C;CÔ0Dò BCT@D 8D\\$>D 8Dö](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1621.

103600G

[Resolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1622.

103600K

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

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1623.

103664E

[A;0D;B;C;H;C;0](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1624.

103664J

[A;1D;0C\\$;CT=C,,0](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1625.

103664F

[B;10ä@;D 2C,,4CTBCT;DÄAC#8DR ?Cä:C 7C =C,,9](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1626.

103664C

[B\\$5D;B;CÔ0 D\\$5D ?CT=C,,5](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1627.

103664G

[A;1C;T;4CT=CÔ>CR 2D 5CÄO](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1628.

103664H

[B;0D;#C\\$;C,,:](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1629.

103664B

[A;1C;0;1;D,,8CR MC# @C =D°](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1630.

103664D

[A110Ä5CÐ](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1631.

103664A

[B1B0rjaCT@D°](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1632.

103664I

[B\\$@CTCC4>C`LCÔKCR GC,,AC`0](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1633.

103361C

[Cut into Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1634.

103361G

[A6;C@D? =C 2CTGCT@](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1635.

103361E

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1636.

103361I

[B1DD8C,,=C0](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1637.

103361J

[A,,Z0=1C, 4Cä@Cä3C€](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1638.

103361D

[B47C0bCd5CÔ8CR =C BD 8](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1639.

103361O

[A@C1AD\\$8C#8](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1640.

103361M

[A5>C#Cô:C 4C,,2C =C](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1641.

103361N

[A0>D000BCä2C=0 Cç Cä2Cä<D2 3Cä4D0](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1642.

103361H

[A0>Cä=C,,FD°](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1643.

103361A

[B4A005D\\$ L CÖ0 D 0CÄ>C`QD](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1644.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1645.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1646.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1647.

102137E

[BFG9000](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhukau's solution](#)

1648.

102137K

[A\\$>000 8 Cä2DdK](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1649.

102137I

[A0>C000D\\$ 8D C C, 4C GD2 2 C0@C,,4C GDO](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1650.

102137H

[A0>C000Cä<CT@C](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1651.

102137D

[AD>000Cä ?Cä6C ;Cä2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1652.

102137C

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1653.

102137G

[A=BCär?Cä1CT4C,,B?](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1654.

102137J

[A000\\$D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1655.

102137B

[B43040 9 Dt8D ;Cä](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1656.

102440H

[Policeman from Rublevka · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1657.

102440D

[Aô5D\\$0 C, <C AD 8C](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1658.

102440A

[AD>CÄD,,=DôO C :D4;C](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1659.

102440K

[A·1D>CÄND\\$=C O C 1D >C'ND\\$=CäAD\\$L CÄ0D AC,,2C](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1660.

102440J

[Delivery in the city of the future · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1661.

102440B

[Aô5D05D BC =Cä2C=C CÔ0 Cò@Cä:C GC=C](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1662.

102440F

[Football championship · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1663.

102440C

[A + B = C · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1664.

101614F

[B\\$@C#C,,@Cä2C#8 B\\$>D 0](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1665.

104313L

[Aö>Df5ÖÄC C#0D BD² 2 CD@D43Cä< Cö>D OCD:CSö](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1666.

104313O

[A NOD6CTBCÖ>CR ?D4BCTHCTAD\\$2C,,5](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1667.

104313I

[Ä5D\\$@ Cä](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1668.

104313F

[BtQD\\$#CäÔ=CTGE BCÔKCR ?D 8C 0C\\$;CT=C,,0](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1669.

104313M

[B4GCrAD\\$>Cç 4Cä@Cä3C€](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1670.

104313E

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1671.

104313G

[AD2CRaFC,,DD K](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1672.

104313K

[AÄÖDÄö,,2 C, AD\\$5C65CÔ8 CD2Cä9C#8](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1673.

104313B

[A#0D;jBC =D°](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1674.

104313C

[BtUcrlj@](#)
[BT=CD0D L](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1675.

100812C

[Story of Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1676.

104235G

[BTyDrd](#)
[BTyDrd,,8CR BC 1C`8DdK](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1677.

104235I

[AäB040C](#)
[AäB040C D0C' 4C\\$0 Dt8D ;C](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1678.

102180F

[A 3C 0C](#)
[A 3C 0C Ô4C`MCÔ4](#)

Rating: — · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1679.

102793I

[B\\$5Cä@](#)
[B\\$5Cä@C,,O B 0CÄACTO](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1680.

102793H

[Similar Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1681.

102793C

[B >C0C0, C0@](#)
[B >C0C0, C0@CT4C BCT;DÂ 8 C=0C 5C'0](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1682.

102793B

[B 50C00](#)
[B 50C00`LD\\$0D\\$K C=>CÔBCTAD\\$0](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1683.

102793D

[AD=CÄ8CÔ>](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1684.

102793F

[BÖ;CTAD\\$@Cä=CÔKC' 7C <Cä:](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1685.

102793A

[BCT=C AD\\$8C'0](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1686.

102024F

[AS\\$C1HCT1CÔ0Dò HC ED\\$0](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1687.

102024D

[AÖNDT=C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1688.

102024A

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1689.

102024C

[AD>C@D'E D =Cä2](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1690.

102024H

[A=0Cä9 D\\$2C @C, Ò ?Cä ?C @CP](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1691.

102024G

[B47D06d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1692.

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1693.

100044J

[AöCTE CD0](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1694.

100044E

[AöDäC@](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1695.

100044H

[BüCrial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1696.

100044G

[A10C0>D](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1697.

100044K

[A5D>C`5C\\$AC#0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1698.

100044D

[A4>D|B C,,=C,,FC](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1699.

100044A

[A00C;Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1700.

100044F

[AÄ0040Ct8Cö](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1701.

104067G

[B48C0D6C](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1702.

104067B

[Curious Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1703.

104067E

[Trick or Treat!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1704.

104067J

[AÄ00A D\\$@D² 8 C`NCD8](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1705.

104052C

[Sliding Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1706.

103967H

[String Mutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1707.

103967F

[A T@D\\$DD0C#BD°](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1708.

103967I

[Aö>T0502 8Cr :CäACÄ8Dt5D :Cä9 D\\$ND LCÄK](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1709.

103967B

[A,,5D0D EC,,O Dd8D\\$0CD5C`8](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1710.

103967J

[BT0Cf0D" C,,:C](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1711.

103967G

[AÖ50t2C =D`5 C4>D BC€](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1712.

103967A

[B·BD50LC 0 C,,7 CöCD,,:C€](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1713.

103967D

[B 80ÄieCTBD 8Dt=D`5 C#0D BD°](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1714.

103967E

[BÖDDD5C#BC,,2CÖKC' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1715.

100296J

[A@C4@ C =Cö0D ?Cä@D](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhukau's solution](#)

1716.

100105B

[A·2D\\$#6Ä>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1717.

100072G

[B\\$Dri=C O D BCT?CT=DÄ](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1718.

100091A

[A · Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1719.

103112G

[A · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1720.

103112C

[A · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1721.

103112D

[A · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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1722.

103112B

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1723.

103112A

[A · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1724.

101949C

[A · Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1725.

101949H

[A · Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1726.

101949E

[A · Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1727.

101949A

[A · Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1728.

102102F

[Footprints · Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1729.

102102B

[Boolean](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1730.

102102A

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

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1731.

102102C

[Car collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1732.

103136B

[PSU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1733.

103136I

[B U C 4 C ; C T = C , , 5 D \\$ @ D 4 4 C](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1734.

103136E

[Why is calculator needed for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1735.

103136C

[A A 0 4 0 C t 8 C 0 4 C T H C T 2 D ´ E C \\$ 5 D ´ ´ 5 C •](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1736.

103136A

[A T O D 5 D](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1737.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1738.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhukau's solution](#)

1739.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1740.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[zhukau's solution](#)

1741.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[zhukau's solution](#)

1742.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, math

[zhukau's solution](#)

1743.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special

[zhukau's solution](#)

1744.

101200B

[B B D > C > C \\$ 0 D 0 ; C ä 2 D 4 H C a 0](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1745.

102189C

[Changelog generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1746.

102189A

[A 2 0 a i C €](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1747.

1531B1

[A A > C 0 B D \\$ > D 8 C 0 3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[zhukau's solution](#)

1748.

1531A

[A t 8 C 0 3 0 T @ i | color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[zhukau's solution](#)

1749.

100244G

[B B D 0 C a 1 8 C = D \\$ 8 C ^ > C a K C , 3 C , , 5 C 0 K](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1750.

100244F

[A a > C 0 5 C 0](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1751.

101182A

[Rock-Paper-Scissors for three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1752.

102025E

[BD>D&D >C >D" D 8CÒÔ4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1753.

102105B

[Big dipper](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1754.

102105A

[Ayat and the film](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1755.

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1756.

101883A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1757.

102330A

[AD>C&Cä@ A 9C >C´8D](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1758.

100092C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1759.

100092F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1760.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1761.

100092E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1762.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1763.

102180C

[A\\$0000 C, BCTBD 0CD8](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1764.

102180B

[A00000 C'=CT=C,,5 C40D 4CT@Cä1C](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1765.

102180A

[A=00\\$0 C, AC >D K](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1766.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1767.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1768.

100063D

[D · Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)

1769.

100063C

[C · Tutorial](#)

Rating: — · first AC: 2020-04-25 · last AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhukau's solution](#)