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Unique solved — -Private-

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

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

Filters: none

Count: 297

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[-Private-'s solution](#)

2.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,331 global accepts · Rating: 800 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[-Private-'s solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[-Private-'s solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[-Private-'s solution](#)

5.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[-Private-'s solution](#)

6.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-Private-'s solution](#)

7.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[-Private-'s solution](#)

8.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-Private-'s solution](#)

9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[-Private-'s solution](#)

10.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-Private-'s solution](#)

11.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-Private-'s solution](#)

12.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[-Private-'s solution](#)

13.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[-Private-'s solution](#)

14.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[-Private-'s solution](#)

15.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[-Private-'s solution](#)

16.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[-Private-'s solution](#)

17.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[-Private-'s solution](#)

18.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-Private-'s solution](#)

19.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[-Private-'s solution](#)

20.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-Private-'s solution](#)

21.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Private-'s solution](#)

22.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[-Private-'s solution](#)

23.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[-Private-'s solution](#)

24.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-Private-'s solution](#)

25.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[-Private-'s solution](#)

26.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-Private-'s solution](#)

27.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[-Private-'s solution](#)

28.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[-Private-'s solution](#)

29.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[-Private-'s solution](#)

30.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[-Private-'s solution](#)

31.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[-Private-'s solution](#)

32.

1878A

[How Much Does Daytona Cost? · Tutorial](#)

Quality: 78,669 global accepts · Rating: 800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[-Private-'s solution](#)

33.

1870A

[MEXanized Array · Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[-Private-'s solution](#)

34.

1863A

[Channel · Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[-Private-'s solution](#)

35.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[-Private-'s solution](#)

36.

1862B

[Sequence Game · Tutorial](#)

Quality: 54,989 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[-Private-'s solution](#)

37.

1862A

[Gift Carpet · Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[-Private-'s solution](#)

38.

1761A

[Two Permutations · Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[-Private-'s solution](#)

39.

2178B

[Impost or Sus · Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[-Private-'s solution](#)

40.

1726A

[Mainak and Array · Tutorial](#)

Quality: 36,549 global accepts · Rating: 900 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[-Private-'s solution](#)

41.

1896B

[AB Flipping · Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[-Private-'s solution](#)

42.

2062B

[Clockwork · Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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43.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[-Private-'s solution](#)

44.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-Private-'s solution](#)

45.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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46.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[-Private-'s solution](#)

47.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[-Private-'s solution](#)

48.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,649 global accepts · Rating: 900 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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49.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,001 global accepts · Rating: 900 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[-Private-'s solution](#)

50.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-Private-'s solution](#)

51.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[-Private-'s solution](#)

52.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[-Private-'s solution](#)

53.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[-Private-'s solution](#)

54.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[-Private-'s solution](#)

55.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,885 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[-Private-'s solution](#)

56.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[-Private-'s solution](#)

57.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Private-'s solution](#)

58.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[-Private-'s solution](#)

59.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[-Private-'s solution](#)

60.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[-Private-'s solution](#)

61.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[-Private-'s solution](#)

62.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-Private-'s solution](#)

63.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-Private-'s solution](#)

64.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[-Private-'s solution](#)

65.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[-Private-'s solution](#)

66.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[-Private-'s solution](#)

67.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[-Private-'s solution](#)

68.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[-Private-'s solution](#)

69.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[-Private-'s solution](#)

70.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[-Private-'s solution](#)

71.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[-Private-'s solution](#)

72.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[-Private-'s solution](#)

73.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[-Private-'s solution](#)

74.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-Private-'s solution](#)

75.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[-Private-'s solution](#)

76.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[-Private-'s solution](#)

77.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[-Private-'s solution](#)

78.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[-Private-'s solution](#)

79.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[-Private-'s solution](#)

80.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[-Private-'s solution](#)

81.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[-Private-'s solution](#)

82.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[-Private-'s solution](#)

83.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[-Private-'s solution](#)

84.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-Private-'s solution](#)

85.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,628 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[-Private-'s solution](#)

86.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[-Private-'s solution](#)

87.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[-Private-'s solution](#)

88.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[-Private-'s solution](#)

89.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[-Private-'s solution](#)

90.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[-Private-'s solution](#)

91.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[-Private-'s solution](#)

92.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[-Private-'s solution](#)

93.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[-Private-'s solution](#)

94.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[-Private-'s solution](#)

95.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[-Private-'s solution](#)

96.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[-Private-'s solution](#)

97.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[-Private-'s solution](#)

98.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-Private-'s solution](#)

99.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[-Private-'s solution](#)

100.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

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101.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[-Private-'s solution](#)

102.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-Private-'s solution](#)

103.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[-Private-'s solution](#)

104.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[-Private-'s solution](#)

105.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[-Private-'s solution](#)

106.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-Private-'s solution](#)

107.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-Private-'s solution](#)

108.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[-Private-'s solution](#)

109.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[-Private-'s solution](#)

110.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Private-'s solution](#)

111.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[-Private-'s solution](#)

112.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[-Private-'s solution](#)

113.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[-Private-'s solution](#)

114.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[-Private-'s solution](#)

115.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[-Private-'s solution](#)

116.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[-Private-'s solution](#)

117.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-Private-'s solution](#)

118.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[-Private-'s solution](#)

119.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Private-'s solution](#)

120.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[-Private-'s solution](#)

121.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[-Private-'s solution](#)

122.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[-Private-'s solution](#)

123.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[-Private-'s solution](#)

124.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[-Private-'s solution](#)

125.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[-Private-'s solution](#)

126.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[-Private-'s solution](#)

127.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[-Private-'s solution](#)

128.

2007E

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

Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[-Private-'s solution](#)

129.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-23 · last AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[-Private-'s solution](#)

130.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[-Private-'s solution](#)

131.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Private-'s solution](#)

132.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[-Private-'s solution](#)

133.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[-Private-'s solution](#)

134.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[-Private-'s solution](#)

135.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[-Private-'s solution](#)

136.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[-Private-'s solution](#)

137.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[-Private-'s solution](#)

138.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[-Private-'s solution](#)

139.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[-Private-'s solution](#)

140.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[-Private-'s solution](#)

141.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[-Private-'s solution](#)

142.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[-Private-'s solution](#)

143.

2129C2

[Interactive RBS \(Medium Version\) · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-Private-'s solution](#)

144.

1379C

[Choosing flowers · Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[-Private-'s solution](#)

145.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[-Private-'s solution](#)

146.

109D

[Lucky Sorting · Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[-Private-'s solution](#)

147.

940E

[Cashback · Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[-Private-'s solution](#)

148.

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[-Private-'s solution](#)

149.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[-Private-'s solution](#)

150.

2057D

[Gifts Order · Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[-Private-'s solution](#)

151.

938D

[Buy a Ticket · Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[-Private-'s solution](#)

152.

1994E

[Wooden Game · Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[-Private-'s solution](#)

153.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[-Private-'s solution](#)

154.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[-Private-'s solution](#)

155.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[-Private-'s solution](#)

156.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[-Private-'s solution](#)

157.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[-Private-'s solution](#)

158.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Private-'s solution](#)

159.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[-Private-'s solution](#)

160.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[-Private-'s solution](#)

161.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[-Private-'s solution](#)

162.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[-Private-'s solution](#)

163.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[-Private-'s solution](#)

164.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-Private-'s solution](#)

165.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Private-'s solution](#)

166.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[-Private-'s solution](#)

167.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[-Private-'s solution](#)

168.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[-Private-'s solution](#)

169.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[-Private-'s solution](#)

170.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[-Private-'s solution](#)

171.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[-Private-'s solution](#)

172.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search

[-Private-'s solution](#)

173.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[-Private-'s solution](#)

174.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[-Private-'s solution](#)

175.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[-Private-'s solution](#)

176.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[-Private-'s solution](#)

177.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[-Private-'s solution](#)

178.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[-Private-'s solution](#)

179.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[-Private-'s solution](#)

180.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[-Private-'s solution](#)

181.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[-Private-'s solution](#)

182.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[-Private-'s solution](#)

183.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[-Private-'s solution](#)

184.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[-Private-'s solution](#)

185.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[-Private-'s solution](#)

186.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[-Private-'s solution](#)

187.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[-Private-'s solution](#)

188.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[-Private-'s solution](#)

189.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[-Private-'s solution](#)

190.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-Private-'s solution](#)

191.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[-Private-'s solution](#)

192.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-Private-'s solution](#)

193.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[-Private-'s solution](#)

194.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[-Private-'s solution](#)

195.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[-Private-'s solution](#)

196.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[-Private-'s solution](#)

197.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[-Private-'s solution](#)

198.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-Private-'s solution](#)

199.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[-Private-'s solution](#)

200.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[-Private-'s solution](#)

201.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[-Private-'s solution](#)

202.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[-Private-'s solution](#)

203.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[-Private-'s solution](#)

204.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[-Private-'s solution](#)

205.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[-Private-'s solution](#)

206.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[-Private-'s solution](#)

207.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[-Private-'s solution](#)

208.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[-Private-'s solution](#)

209.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[-Private-'s solution](#)

210.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[-Private-'s solution](#)

211.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-06-08 · last AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[-Private-'s solution](#)

212.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[-Private-'s solution](#)

213.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[-Private-'s solution](#)

214.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[-Private-'s solution](#)

215.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[-Private-'s solution](#)

216.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-Private-'s solution](#)

217.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[-Private-'s solution](#)

218.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[-Private-'s solution](#)

219.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[-Private-'s solution](#)

220.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[-Private-'s solution](#)

221.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[-Private-'s solution](#)

222.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[-Private-'s solution](#)

223.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[-Private-'s solution](#)

224.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[-Private-'s solution](#)

225.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[-Private-'s solution](#)

226.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[-Private-'s solution](#)

227.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-06-03 · last AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[-Private-'s solution](#)

228.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[-Private-'s solution](#)

229.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[-Private-'s solution](#)

230.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-Private-'s solution](#)

231.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[-Private-'s solution](#)

232.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[-Private-'s solution](#)

233.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[-Private-'s solution](#)

234.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[-Private-'s solution](#)

235.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[-Private-'s solution](#)

236.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[-Private-'s solution](#)

237.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[-Private-'s solution](#)

238.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[-Private-'s solution](#)

239.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[-Private-'s solution](#)

240.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[-Private-'s solution](#)

241.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[-Private-'s solution](#)

242.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy,

math, probabilities, two pointers

[-Private-'s solution](#)

243.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[-Private-'s solution](#)

244.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[-Private-'s solution](#)

245.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-Private-'s solution](#)

246.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[-Private-'s solution](#)

247.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[-Private-'s solution](#)

248.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-Private-'s solution](#)

249.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[-Private-'s solution](#)

250.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[-Private-'s solution](#)

251.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[-Private-'s solution](#)

252.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[-Private-'s solution](#)

253.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[-Private-'s solution](#)

254.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Private-'s solution](#)

255.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[-Private-'s solution](#)

256.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[-Private-'s solution](#)

257.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[-Private-'s solution](#)

258.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[-Private-'s solution](#)

259.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[-Private-'s solution](#)

260.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[-Private-'s solution](#)

261.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[-Private-'s solution](#)

262.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[-Private-'s solution](#)

263.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[-Private-'s solution](#)

264.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[-Private-'s solution](#)

265.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[-Private-'s solution](#)

266.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[-Private-'s solution](#)

267.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search

[-Private-'s solution](#)

268.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[-Private-'s solution](#)

269.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[-Private-'s solution](#)

270.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[-Private-'s solution](#)

271.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[-Private-'s solution](#)

272.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-Private-'s solution](#)

273.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[-Private-'s solution](#)

274.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[-Private-'s solution](#)

275.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[-Private-'s solution](#)

276.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[-Private-'s solution](#)

277.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-Private-'s solution](#)

278.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[-Private-'s solution](#)

279.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-Private-'s solution](#)

280.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[-Private-'s solution](#)

281.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[-Private-'s solution](#)

282.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[-Private-'s solution](#)

283.

2175F

[Secret Message](#) · [Tutorial](#)

Quality: 3400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[-Private-'s solution](#)

284.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[-Private-'s solution](#)

285.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[-Private-'s solution](#)

286.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math

[-Private-'s solution](#)

287.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[-Private-'s solution](#)

288.

2045D

[Aquatic Dragon](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[-Private-'s solution](#)

289.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-Private-'s solution](#)

290.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules

[-Private-'s solution](#)

291.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[-Private-'s solution](#)

292.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[-Private-'s solution](#)

293.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[-Private-'s solution](#)

294.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

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295.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-06 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[-Private-'s solution](#)

296.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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297.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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